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Interview:
Amiga
Inc

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Networks

Bill Gates
Halloween Mask

Plus: Ateu Bus
Scale Upgrades
NetConnect 2
Sound Lab

No CD-ROM? Ask your newsagent!

CU offers disk
version also available



CONTENTS



Make the most of this month's CU Amiga as it's the last you'll ever see. Sadly the magazine has been forced to close. See the news pages for the full story. Even so, the team's stopped us banging out one last top notch issue for you. In fact we've tried harder than ever before to make sure this is an issue to remember.

It's been great fun for us all over the years, and a great privilege for me personally to occupy this position. Many thanks for reading. Enjoy this one and I'll see you again soon.

Terry Horgan, Editor



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CinemagD headlines the CD this month, along with loads of special last issue ten-and-beds-back catalogue entries and all the usual stuff that makes CUEs the best in the world.

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It's that CinemagD again! Not quite as much stuff as on the CD but the full program is here nonetheless.



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34 Networking Made Simple

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AMIGA

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THE NEW POWER FLYER

Power flies back again with a faster 16M Controller for the Amiga 1200. If you have already bought a Video Flyer and you're probably realised that it is slower at your Amiga than its competitors. Power can now solve that problem, thanks to the Power Flyer, a software and hardware solution which completely replaces the IO controller of your Amiga 1200.

In HD mode it is possible to reach a maximum speed of 34.4MB/sec. Most drives will increase their transfer speed from 2.1MB/sec to 27MB/sec.

Tested with most software cards, we found that the best performance is achieved with Apple's cards (especially the 48640 Model 3 card).



Amiga format

- Up to 4 8.1GB and 40MB drives can be connected
- Supports mode HD0, HD1 and HD4 (40200 standard controller supports HD-0)
- Meets specifications for HD0 and HardX II

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POWER MOVIE

The wizard of Amiga's show you the launch of our next most innovative product, Power Movie.

The product is being created not for any full motion video editing, but anticipate that it will be popular with the developers of Multimedia projects or designers and students who to put together thousands of frames long 3D rendered animations with synthesized soundtrack/sound FX and its use of playing the existing animation in real time through a hard drive or CD ROM. Each frame can be in 256 or 1024 x 1024 colour and have a different palette.

Power Computing is in the process of creating PowerMovie according to its final use. In order to keep it going down Amiga in these days will be able to buy the software with a cheaper licence for personal or home users. Commercial usage requires a business licence for companies planning to use the software and the idea is create for commercial products i.e. video games, Multimedia, Info Parks, etc.



Power Movie demo scene



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A scan decoder works by doubling the vertical frequency of the video compatible Amiga modes (750Hz, PAL, NTSC and EuroPAL). The image generated will then be displayed by any standard VGA monitor.

The more expensive Flickerfixer adds extra data before the Scanmagic. It eliminates the flickering from all Interlaced Video compatible Amiga modes.

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- Doubles the Vertical frequency of the Amiga PAL, NTSC and EuroPAL video modes.
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- VGA Adaptor included.
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Scanmagic External	£69.95
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Oliver Bellows, of PDP's Binary Base, is the author of the Power DC, the software for Power's Digital cameras.

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Schindler Talks

Jeff Schindler, CEO, General Manager of Amiga, Inc., looks to a computer's ability to interact with its surroundings as the Amiga 1000's motto.

Schindler talked about the delays affecting the planned announcement of Amiga's partners in OS/2 and embedded, as well as the Amiga 1000. He told the story of how he and his children tried to build an adventure game on the system of the Amiga 1000, and how it gave up in anger and despair.

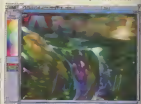
Amiga 1000 is a computer that can interact with its surroundings.

It really isn't why the Amiga is different and why it is so important for us to reach out more for the Amiga and get it right. Thanks to the user's need support and patience, you make Amiga what it is. Remember, do "what you can" for the Amiga in our hands.

Amiga Inc.'s web-site can be found at <http://www.amiga.com/>

PhotogenicsNG

Paul Miller has announced the specifications of his new paint package Photo Gen NG. Released as a major preview at the Computer '98 show in Cologne, although final release is dependent on other Amiga related user events.



Features include:

- True 32-bit color palette of colors, transparency, processing modes, point on any element
- Natural media tools such as airbrush, chalk, pencil, sponge, water color, smudge and smear
- Fast on image processing allowing you to draw as fast as you wish
- Advanced layer system with fade-outing on RGB, modes, fusion and self mixed modes of layers
- Post-on processing such as filters, line and explosion
- These can be combined with the unique tool to produce super-realistic effects of fire and even portraits and warships
- Open Architecture

Photogenics is offered only just one big collection of plug-ins that handle seamlessly to form one program. 3rd party developers can have access to the same API as Photogenics does, allowing developers to extend the software in an amazing degree. This also allows Photogenics technology to be embedded into other products.

- Truly Multi-threading
- The GUI remains responsive while operations are in progress. Advanced Alpha channel support. "Hot Tool" allowed tool to be within straight onto any part layer.

C64 lives again

Commodore's Commodore 64 lives again! The new computer is now being sold in the Commodore 64 shop. The new C64 is designed as an affordable to today's computer and expensive PCs. Being a user friendly console used computers designed to plug into your TV and be perfectly at home in the living room.

It will provide instant connectivity and has a suite of feature software including MS-DOS 7, Windows 3.1, Macintosh, Navigator, Lotus, Amiga, and more. Commodore 64 is now available in the Commodore 64 shop.

Commodore

The C64 is a built around the AMD 68000 microprocessor. It has a 100% compatible with the 68000 and has a 100% compatible with the 68000. It has a 100% compatible with the 68000. It has a 100% compatible with the 68000.

The C64 is a built around the AMD 68000 microprocessor. It has a 100% compatible with the 68000 and has a 100% compatible with the 68000. It has a 100% compatible with the 68000.

Microsoft bites Intel?

Tim O'Sullivan, a former Microsoft employee, has been hired by Intel to help with the development of the Intel Pentium 4 processor. O'Sullivan is a former Microsoft employee who worked on the development of the Intel Pentium 4 processor.

According to Intel internal news, O'Sullivan is a former Microsoft employee who worked on the development of the Intel Pentium 4 processor. O'Sullivan is a former Microsoft employee who worked on the development of the Intel Pentium 4 processor.

Intel has hired O'Sullivan to help with the development of the Intel Pentium 4 processor. O'Sullivan is a former Microsoft employee who worked on the development of the Intel Pentium 4 processor.

which would have been the first time Intel has hired a former Microsoft employee to work on the development of the Intel Pentium 4 processor.

Confidential messages written by Microsoft employees between September 31 and February 30 suggested that the first release of Windows 3.1 should not be an out-of-the-box operating system, but a development system. The first release of Windows 3.1 should not be an out-of-the-box operating system, but a development system. The first release of Windows 3.1 should not be an out-of-the-box operating system, but a development system.

Infomedia 98

Infomedia 98 is one of the largest computer shows in Germany. It is a two-day event held in the Convention Center in Cologne, Germany, on the 2nd and 3rd of October. The show is held in two halls, one for PC and one for Amiga. The show is held in two halls, one for PC and one for Amiga. The show is held in two halls, one for PC and one for Amiga.

Tickets may be purchased in advance for 250 DM or 125 DM. For more information on local availability, visit www.infomedia98.com or stand free visit the Infomedia website at <http://www.infomedia98.com> or stand free visit the Infomedia website at <http://www.infomedia98.com>.



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computer '98

Super CD-ROM 27



Welcome to CUCD27. This CD is crammed full of programs, games, utilities, mods and a host of other goodies. If you don't yet have a CD drive, this is your reason to buy one. Prices have never been lower and 650MB of quality software each month is just too good to miss out on.

How much of value?

Connectivity	544MB	Power PC	21MB
Core chips	615MB	Macros	471MB
Core support	615MB	Software	544MB
System files	544MB	Programming	544MB
Core CPU	544MB	Readers	471MB
Editors	444MB	Zoom	471MB
Games	100MB	Utilities	544MB
Graphics	544MB	Windows	544MB

Making the most of CUEP 20

A Mac OS X is designed to be used differently. Not from the CD or in a Virtual Mac OS. It's a whole new way of thinking about how to use a computer. It's everything I setup and use to get it. If you want to access the CD from your Windows, you should install the CD. This will give you the best and most work by programs on the CD so if you don't do it, things will work, it doesn't make any changes to your system, or worse it will be in your hard drive. All changes are temporary and can be reverted by running buildCD. The new ones people are experiencing with updates have been fixed now, and the fix is in the CD. But you need to use the new ones now, or else you'll

Value added by the business £200,000

The first may lead to user whenever the windows are set up, all the CS cards should find its work in 10-20 seconds there were no problems. From DCCOIT we don't need to allow you to specify how to load should we can point Anyra and isolated CDPNs in the CDPGang driver. If you have more sun like before you should be used if you want to enter you can handle CDPNs take some quantity which present you would be able to handle such type of the graph at card users can view pictures in full 2D or colour. However users can be tried to modify through their mail send people with hard card, can be tried to make with an A4 module driver and PowerPC users can see the fact the various and many things available for their machines. It also means we will able to provide different details for the check the users.

Once you have run CDProfs, your settings will be saved to your hard drive and will be used every time you use this CD on any other CD-ROM.

Some people find problems with the original use of *Die* verbs through a lack of understanding of how it worked and party through a lack of explanation from us. All those now use *GLÜCK* as their default verb and the previous *Die* problems should be a thing of the past. *INNO* here uses *GLÜCK* and it is a good guess for your hand since it is not always there. This means that you can go from the *CD* to *INNO* without meaning the *CD* present. *Kia* and almost certainly need to use *GLÜCK* to stay in the *CD* and always. But you should also take away as it will need to follow *INNO*. If you do have any problems, please turn us back on in 477, on least now.



Finding what you need

The CUECD has long been illustrated with a basic search facility for the CUECD and also the CD-ROM files have their own searchCD program that covers both CD sets from a single interface. The data search on the page of CDs is search and select individual CDs or all CDs for searching. A progress bar informs you of the status of the search. In there's no main starting window at a busy pointer. This needs Windows 3.x to the last search tools have been left on the CD for Windows 3.x users.



Making things work

When you install, you find it on to make software work. The CD-ROM has all the tools you need for a number of reasons. Some programs need to be installed to your hard drive to work, often ensuring speed of system files. These files are usually on the CD so nothing is lost when things have.

Most software contains a list of system requirements in the documentation and some will not run unless you have the required processor memory, operating system version or driver. Some programs, particularly demos and games, are written in an OS-legal way. This can mean they only work on specific machine specifications. Some of the reasons why they don't work is because they are not always fully tested or are intended to be run for a short time. The tools on the CD-ROM are designed to help you start them from a hard drive. Some games that will not work, especially demos that need a lot of CPU RAM. In this case you will need to load without startup sequence and run the program from the shell. The Windows manual should explain how to do this.

Paul Balthasar



Cinema 4D 3.0
The new version of the 3D software from Maxon. It includes a new rendering engine, a new interface, and a new set of tools. It is available for Windows 3.11 and Macintosh.

Highlights of this month's GU Amiga CD?

WCD CUECD/Amiga/WCD

CueCD is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

SoftIQ CUECD/Amiga/SoftIQ

SoftIQ has become a very popular CD-ROM in the Amiga community. It contains a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

WCD CUECD/Amiga/WCD

WCD is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

Amideck Graphics/Amideck

Amideck is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

NewsReg CUECD/Amiga/NewsReg

NewsReg is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

www.thule.no CUECD/Amiga/www.thule.no

www.thule.no is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

www.thule.no CUECD/Amiga/www.thule.no

www.thule.no is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

PhatTux CUECD/Amiga/PhatTux

PhatTux is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga. This CD-ROM contains the latest version of the software, which is a collection of tools, sounds and backgrounds to enhance the appearance of your Amiga.

DISKS Cinema4D



The original Cinema4D CD contains over 470 MB of data. We magically shoe-horned the package onto two floppies - but it's a drastically cut-down version. If that isn't an incentive to buy a CD-ROM drive, what is?

Most notably the floppy disk version requires an FPU to run - that is, you must own an 80386 or 80486 processor with an external FPU or have an 840 or 860. A lot of the example features, objects, fonts, etc. fail to be removed to even the program onto the disks. For more information on Cinema4D read the following pages.

Installation and setup

To install Cinema4D, first boot up your Workbench. Insert disk 100 and double-click on its icon. Drag the icon called "Draw, Mr. To, HD, and, Glib!" to a temporary location on your hard drive. Afterwards, if you have about 8MB of free memory, you can drag it to your RAM drive instead. Double-click on this icon and the Cinema4D installers will be unpacked. About half way through you will be prompted to insert disk 101. When finished, update the window where you copied the icon and you will see a Cinema4D drawer in Open this. You can now launch the Cinema4D installer by double-clicking the icon - this will install the program to your hard disk. When asked which version you wish to install, make sure you select the FPU version.

Though Amiga isn't a home-matched platform for 3D packages, the Cinema4D is suitable. Unlike other

packages, Cinema4D uses the standard Amiga user interface. This results in a clear way to use programs which leaves the others standing in terms of ease of use. But the Cinema4D lacks the joys of rendering power in a (quick) 3D frame it, as it's still one of the most useful and creative graphics programs you can use.

Cinema4D allows you to quickly create complex scenes, and then on for their making full use of the extra resources you may have mounted in (graphics cards, accelerators). Plus, over 80000 primitives are supported directly. This is one software application which will help push your hardware to the limits.



▲ The professional Cinema4D program features two cameras in the window and looks up to 100,000 voxels (displayed in instant speed with extra RAM)



▲ Easy to use with two cameras and looks up to 100,000 voxels

The Toolbar

The Toolbar provides quick access to all the tools you will use to create and edit objects. Cinema4D makes a slight alteration to the standard user interface, so it's vital you realize that some buttons have a little triangle at the bottom.

These buttons have some functions: click on down with the right mouse button to see them. Some mouse options have a dot after them - hold down the shift key while you select these to bring up a preferences window. There are a lot of key buttons and their purpose.

- 1 Click here to alter the view point of the active scene
- 2 Click here to alter the perspective, size or rotation of an individual object
- 3 Click here to Rotate an object. You need to select the Axis around which to rotate
- 4 Click here to Scale an object. The default is to scale in all directions, but it's possible to select axes individually

- 5 Click here to Move an object. Drag with the left mouse button when for up/down left/right. Drag with the right mouse button held down for in/out
- 6 Click on these buttons to determine the size for scaling and in/rotating
- 7 Click here to cycle between an object's wire box and the main display area when rotating or moving an object
- 8 Select a front view
- 9 Select a side view
- 10 Select a plan view
- 11 Select a 3D view
- 12 Select front, side, plan and 3D
- 13 Select the camera (perspective) view



Getting Started

At the end of the tutorial, you'll have a 3D scene that looks like a grid. This is about as simple as you can get with the software. At the end of the tutorial, you'll have a 3D scene that looks like a grid. This is about as simple as you can get with the software. At the end of the tutorial, you'll have a 3D scene that looks like a grid. This is about as simple as you can get with the software.

The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.

Textures and Appearance

One of the most important aspects of 3D modeling is the appearance of the objects. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.

There are three ways of altering the appearance of an object: through the material manager, through the object's properties, and through the object's appearance.

1. You can adjust the object's physical properties. These include color, transparency, reflectivity, and so on. You can also adjust the object's appearance, such as its texture, its material, and so on.
2. You can use the material manager to adjust the object's appearance. This is a more advanced method, but it gives you more control over the object's appearance.
3. You can use the object's properties to adjust its appearance. This is the simplest method, but it gives you the least control over the object's appearance.

Apply and Adjust are the two main methods for altering the appearance of an object. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.



▲ The Material Manager window lets you adjust the appearance of your objects.

To apply the material to your object, select it in the Material Manager window. Then, click the 'Apply' button. This will apply the material to the selected object. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.

Apply and Adjust are the two main methods for altering the appearance of an object. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.



▲ Apply and Adjust are the two main methods for altering the appearance of your objects.

source. But also the physical effect of the material on the object's appearance. The tutorial will take you through the basics of the software. You'll learn how to create a 3D scene, how to add objects, and how to render the scene.

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Creating a simple scene

To help you get to grips with Cinema4D, here's a short step-by-step guide to creating a simple scene. First, let's create a simple scene. Then, let's add some objects to it. Finally, let's render the scene.



First, let's create a simple scene. Then, let's add some objects to it. Finally, let's render the scene.



Then, let's add some objects to it. Finally, let's render the scene.



Finally, let's render the scene. Then, let's add some objects to it. Finally, let's render the scene.



Then, let's add some objects to it. Finally, let's render the scene.



Then, let's add some objects to it. Finally, let's render the scene.



Then, let's add some objects to it. Finally, let's render the scene.



Finally, let's render the scene. Then, let's add some objects to it. Finally, let's render the scene.

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There's more!

Cinema4D is such a powerful program that we have barely begun to scratch the surface of what it's possible to achieve with it. There are powerful animation tools, paint and surface editing, landscape generation and text options. Although for obvious reasons we won't be able to bring you a monthly tutorial series on using Cinema4D, you'll be pleased to know that Amiga Format will be including some tips and tricks in future issues.

Extras

Getting the lighting can always be a chore when rendering a scene. With Cinema4D you can create as many light sources as you want, and position them around your scene to provide illumination. Shadows can be rendered when Ray-traced mode is used, and these will provide an excellent degree of realism to your work. However, the easiest way to get started is to select Sun from the Objects/Special Object menu. This quickly provides a yellow-y lightsource high in the sky to provide your scene with illumination. You can always go back later and change it if you want more control.

The Object list (Windows/Object Bar) provides useful shortcuts to get to important tools. Leave this window floating on your desktop and you'll speed up editing of a completed scene.

• Almost every object type can be modified in the Object list.

Expansions

(extra CAD tools)

Primitives

Polygon object

Ground object



← Boolean operations

← Create polygon

← Special objects

← Sky object

When creating 3D scenes, it's often desirable to have a human being present to provide a sense of scale. This is especially true if you are designing a building, room, car or machine "real world" object. CAD makes it easy to add a human being by doing all the hard work for you - you only need to select Object/Special Objects/Figure.

What's more, it's very easy to pose the figure because it has been already defined as an "Animation-ready" object. When you select the Drag function in the main toolbar (the three arrows button) you can easily rotate the figure in a realistic way. Select the arm joint, and the entire arm including the hand will move. Select the torso, and the head, chest and arms will all move as well.



• The CAD toolset (shown) can position the figure in a realistic way.



Rendering Modes

Cinema4D offers a variety of render modes. The default mode is Ray-traced, which is the most realistic. It can be used to render a scene with a high degree of detail. The other modes are: Wireframe, which shows the underlying geometry of the objects; Hidden, which shows the objects as they are; and Hidden with shadows, which shows the objects with shadows. The Hidden with shadows mode is the most useful for rendering a scene with a high degree of detail.

1. Wireframe

The Wireframe mode shows the underlying geometry of the objects. It is useful for checking the structure of the scene and for identifying any errors in the model.

2. Hidden

The Hidden mode shows the objects as they are. It is useful for checking the appearance of the scene and for identifying any errors in the model.

3. Hidden with shadows

The Hidden with shadows mode shows the objects with shadows. It is useful for checking the appearance of the scene and for identifying any errors in the model.

4. Colour shaded

The Colour shaded mode shows the objects with color. It is useful for checking the appearance of the scene and for identifying any errors in the model.

5. Ray-traced

The Ray-traced mode shows the objects with a high degree of detail. It is useful for checking the appearance of the scene and for identifying any errors in the model.

6. Ray-traced with shadows

The Ray-traced with shadows mode shows the objects with a high degree of detail and shadows. It is useful for checking the appearance of the scene and for identifying any errors in the model.

• Cinema4D offers a variety of render modes.

[illegible]

Yes, Ben is the last man standing at CU Amiga. Well, almost. I can't definitely say the last man—EMMAP CU Amiga's publications could require him at any time; but there are no plans to do so if EMAP deems it serious the next edition. Amg over here it is unlikely that CU Amiga ever would be used for a start. CU profits would mean even less than they have now. So based on that, a safe bet says he is the last CU Amg ever.

The current team consists of myself (Ben), Marc, Richard Greenwood, Russ Deane, and dedicated freelance contributors. CU feels that it is still back up for itself no one else when all started. We can go into details simply "CU is CU Amg" but the is evolved through a number of forms: newsletters (like and Via) User (like a that). It is from them there is no outside people that can be taken at this age. But we hope that for the next year or so not should could have shed its own code age as well as the new it is born. Open Access was

There are a few small caveats to this answer. For example, we are not at liberty to let a few birds out of a few bags, such as the double-breasted by the OJ team. As many suspected, Alot Benayahu is actually a Jewish ball player, but

You Have Been Reading...

We couldn't think of a better way to pay tribute to those who have helped shape CU over the years than printing a load of embarrassing old pictures, so here's a selection of them in no particular order...



Name: Jason Hudson
Former position: Features Contributor
Most likely to say: "On an 11th scale of fame..."
Last seen: in *Primo* (probably)



Name: Andy Leaning
Former position: Technical Editor
Most likely to say: "Do you like my novelty tie?"
Last seen: asking a medical student to make paper



Name: Jon Soren
Former position: Chap. 1y Editor
Most likely to say: "Watch out! It's Third Day in the back lot!"
Last seen: quavering around as a big shot games PR person



Name: Alan Oakes
Former position: Temp
Most likely to say: "Awww, Baby's Cheeses!"
Last seen: bucking into a glass Singapore Sling needles at Kissing Vibes



Name: Nick Smith
Former position: Technical Editor
Most likely to say: "My pants about to fall off!"
Last seen: on long curious passed in a certain mall foreign drug



Name: Emily Patterson
Former position: Staff Writer
Most likely to say: "I'm not into heavy metal any more!"
Last seen: driving for the first time to seek in a fortune



Name: Mark Stengely
Former position: Editor
Most likely to say: "Let's put a band on the cover!"
Last seen: taking a 'glamorous' photo shoot in *Bolt*



Name: Lisa Cohen
Former position: Deputy Editor
Most likely to say: "Don't those give you cancer?"
Last seen: in a cafe, surrounded

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Name Alan Wright-Hill
Former position National Office
Most likely to say I'm not
an anti-gay person
and want to stop it as fast as
possible and stop it



Name: Alan B. S. Green
Former position: Chairman
Company:
Most likely to say: "Alan"
Last week: playing free dominoes
Interests:



Name: Alan Ryan
Former position: Director and Editor
Most likely to say: "I don't think anything is broken."
Last line: "My only word is to be a SON and please, please."



Name: Gary Galt
Former position: Sales rep, ~~Exxon~~
Must-Read to say: You're
guys, what I appeared to me
today
Last word: (giggles) Thanks!
Final all-around interview:

[illegible]

Name: Jason Campbell
Former position: US
Correspondent
Most likely to say: "You're just
going to love this feature, also."
Last time: at a big, big camp in
Indiana.



Name: Andrew Nash
Former position: Deputy Editor
Must reply to say: "Using the
Millennium Game report, planning"
Last seen: including and on the
English in some to



Name: Richard D. Armstrong
Former position: Staff Editor
Most likely to say: "I would
rather be a poor economist!"
Last seen: trying to determine
whether the Fed is actually
more hawkish or not



Name: _____
Department: _____
Address: _____
City: _____
State: _____
Zip: _____



Must-Reads for you "We've got a lot on our plates, so I wish this wasn't last week." *Working for me, working for you* by Michael Robertson



Name: Matt Donnelly
Former position: CB
Most likely to say: No more
Last words: That big, mean left
Referred to as: Coach Cut



Name: Tony Morgan
 Present position: Editor
 Most likely to say: No
 Pet peeve: the term "no"
 Last word: Out on the grass
 Seven Segment



What's happening to The Amiga?

Does the closure of CU Amiga mean the end of the Amiga? The simple answer is no. Don't believe us? In a last effort to remedy that, we asked Amiga Inc. to spill the beans. Fleecy Moss - the man Petro calls Flossy - has quite a lot to say.

A few words with Fleecy Moss



Fleecy Moss is not a name many are familiar with. To truly appreciate the reason of a

Haynes or a Specialist. Fleecy was just an unlikable man with an odd name. So who is the man who some people are calling a unique computer visionary... and other people are calling Mossy Fleecy?

"I am British but currently working in the US," he tells us. "I am a physical manager and systems architect, responsible for implementing enterprise-level distributed computing systems. I have been an Amiga user for about 15 years, and started out as a Commodore Pet and Vic20 when I was about 11. I have never looked back."

"What is

hope I bring to the Amiga is a respect for its philosophy and community alone, as well as a goal for the future of computing and the digital information revolution. With the explosion of connectivity and the ubiquitous presence of digital information, the Amiga is in a unique position to provide the technology to take the world by storm."

Wow! Sounds promising, but what happens? It's been a long 18 months of promises for many Amiga users and a few few people are losing the faith. Please come to this stage from asking the same

question, we wanted to know how Fleecy expected the perceived situation.

"The first point I would like to make is that everyone at Amiga Inc. is so frustrated about the time our efforts are taking in in the rest of the community. We want to be using the new machines in our offices now. We are not of Windows machines. Personalizing using Mac and other disappointing. We are sick of rebooting, freezing up and the like of such of such. We want machines that let us do our job and have fun doing it. That machine is the Amiga 486." Don't wait at Fleecy! He also is a bit of a long.

"Well, the first thing to understand is that we have only really been able to concentrate on that since April, when Jeff McLean, Alan Hinesman and myself were brought on board. The initial

has allowed us to bring in a large and talented. The presence at the time, in spite of his pocket schedule was a strong endorsement of Amiga.

"So really we have only had the necessary power to move since January, and we have only had the team capable of making the Amiga great again since April."

Well, it's certainly worth a try to have a reasonable explanation of the delay. Since then it has seemed on the way to that things were going smoothly but perfectly slowly at Amiga Inc. It's good to know that the things have been precisely because things have not been totally smooth because at least we can have an expert in the knowledge that we shouldn't suffer so many delays in the future. However, delays are coming up and given that it took so long to get things started, wouldn't it have made a lot more sense to just develop a PPC version of the OS and get that out? There would have been a natural progression, somewhere for current developers to go, and things would start happening now. Fleecy is known to be a fan of the PPC line of thought, but then this would have been a bad idea.

"Where would we be? We'd have a standard PPC machine and a five year old OS that runs fast. Our market would still be small, we would have no partners, we would have nothing really special to draw us for words."

"Rebuilding the Amiga isn't just about rebuilding the machine and the OS. That would be relatively easy (although it would still take a year or more). It's about taking

that next step forward, putting out into the unknown world, defining the future and then clearing it for ourselves. To do that requires vision, cutting-edge technology and real-time marketing partners. A coalition for the next millennium. We have been working on all of these parts and we had hoped to have everything

"A Coalition for the next Millennium"

please to share with the community in the first. Unfortunately, the Amiga community that that was impossible. As it turns out, though, that may have been a blessing since we may now have a coalition superior to the one we were putting together for the Web."

What about the OS porting? Fleecy cannot be specific, but reveals a hint.

"What I can tell you is that since we have the deal signed and delivered (a year or two ago), that was not the ability to make our internal partner to the Amiga community."

We are very impressed with this product, and the fact that some of the other engineers and have A2000s in working order make it seem more like a hobby project than a business meeting."

The people who have suffered from a lack of effort to support the Amiga user on the street. Most of us in the industry have at least some feeling that there is a hole going on. Defiant closed doors that reveals the more, so why is there such a wall of secrecy over it? It's

The Amiga is in a unique position to provide the technology to take the world by storm."

ICCA contact helped to firm up the understanding, which is when they appointed Jeff Schmitt as general manager, to look into ways of bringing the Amiga back to market.

"Our ability to build a new what else, despite Jeff and Marvyn (Marvin Fleet, Operations manager) putting forward a number of proposals."

"It was only just after Christmas that Jim Collins found out about us. He became very excited and had some ideas on how to build under his wing, which

Further Reading

Despite what we might have previously had you believe, CU Amiga is not the world's only Amiga magazine. Here's a selection of the most prominent alternatives from around the world. Check them out.

Amazing Computing/Amiga



Amazing Computing/Amiga is the longest running weekly Amiga publication in the world. It first came out in January 1986. It's now a monthly publication and is distributed through subscription and sold through computer stores. It's available in the UK, USA, Canada, USA/Can. 1-800-58 Amiga Direct, 800-678-4282, www.primus.com

Amiga Informer



The Amiga Informer magazine is a bi-monthly publication published on production in the US for nearly the past 10 years. It's a good source for news, latest software, and the best way to get the Amiga. But don't get it in the UK, it's not sold there.

www.amiga-informer.com
email: info@amiga-informer.com

Amiga Format



Amiga Format is based in the UK and covers all Amiga related Amiga software. It's published 10 times a year and is available in the UK and the US. Information is available on the Amiga website. www.amigaformat.co.uk
USA: 01453 211102
info@amigaformat.co.uk

Amiga Info



Amiga Info is a bi-monthly magazine published in the UK. It's a good source for news, latest software, and the best way to get the Amiga. But don't get it in the UK, it's not sold there.

www.amiga-info.co.uk
email: info@amiga-info.co.uk

Amiga Survivor



Amiga Survivor is a bi-monthly magazine published in the UK. It's a good source for news, latest software, and the best way to get the Amiga. But don't get it in the UK, it's not sold there.

www.amiga-survivor.co.uk
info@amiga-survivor.co.uk

New Techniques



New Techniques is a bi-monthly magazine published in the UK. It's a good source for news, latest software, and the best way to get the Amiga. But don't get it in the UK, it's not sold there.

www.new-techniques.com
info@new-techniques.com

Bill Gates Halloween Mask



Directions

- Glue devil horns onto or attach to around Bill's head, avoiding the temples to not cut off his ears.
- Glue cut the nose with a pencil or string.
- Glue small holes in the sides of his head near the temples for eyeglasses (these also serve for attaching string to the face so you can wear him).



NETWORKING

made simple

Amiga-to-PC Networking

Many Amiga users will wonder how even PCs (either desktop or laptop) can benefit from this side of the study or is simply because they find a plethora of unique and industry standard software applications and hardware upgrades for the PC platform that will easily never make it into the Amiga.

Needless to say it is highly likely that you also own either have long-term access to a desktop or laptop PC in addition to your Amiga. If you are one of the thousands of people who run a PC along with their Amiga, today is perhaps the best time ever in Amiga history to attempt networking the two machines together.

Why bother

If you use both, you no doubt swap files between them. The lack of a high capacity drive on most Amiga machines makes the tedious process of moving software on floppy disks even worse than it already is. What if you could take all that effort out of the equation? What if you could use the high density floppy drives of the PC for your Amiga (remember HD Amiga drives are relatively expensive) as a like combination of a PC floppy drive and a Gateway? If you aren't using HD only every day. But why stop there you could do the same thing with the floppy and CD drives on the PC. If you have an Ethernet, well, you say even worse than at full speed.

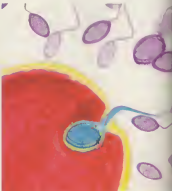
But wait! There are other capabilities within a decent PC that can only benefit your Amiga. Graphics cards for the Amiga are expensive, whether you go Zero PPC or even Amibloc, you are still looking at spending £200+ for one. What if you could use your PC to display your Amiga screen, taking the load off the graphics chip and allowing the huge screen sizes True Colour and High Colour modes that make a PC graphics card offer. All this is achievable by linking your Amiga to a PC.

Creating a cross-platform network

As with the Amiga-to-Amiga networking discussed in part one of this series, your Amiga-to-PC network can be as simple as just adding together a basic full modem link between computers and using terminal-based console packages on either end for basic file transferring. That said, there is so much ingenuity among the Amiga programming scene that a number of specialized and truly fantastic software packages have been developed to cope solely with connecting

a PC to your Amiga. These offer you the chance to do things with your own network that simply would be impossible in a PC-only environment.

These options range from basic one-way file transferring and drive sharing to a full two-way data communications with printer and even modem sharing to the ultimate concept, the ability to converge the two networks into one system using one monitor keyboard and mouse to operate both machines simultaneously. Obviously the more advanced your standards or requirements become, the





The available ranges of add-on I/O ports are the following:

Active Technologies 01522 489118, www.active-net.co.uk

Hypersonic1 Clock port single serial port for A1200, £29.95

Hypersonic 2 Clock port twin serial and single parallel ports for A1200, £79.95

Hypersonic 2S Zorro 260 twin serial and single parallel ports for all Zorro-based machines, £34.95

Hypersonic 24 Zorro 260 four serial ports for all Zorro-based machines, £29.95

Dynastech 01643 732165, www.dynastech.co.uk

PortPlus Clock port twin serial and single parallel ports for A1200, £79.95

PortLink Clock port single serial port for A1200, £29.95

Blackf 0440 221 640, www.blackf.co.uk

Waggett PCMCIA serial port for A200 and A1200, £49.95

more expensive software will also be, with commercial software licenses ranging from under £29 up to around £100 for the most advanced systems.

Hardware

There are two main types of hardware methods for linking the link between the two machines: the most basic being a parallel link cable, which will provide the cheapest means, but offset CPU-intensive method of operation.

First, there is the rusty but ageing and flimsy ribbon cable. Using the serial ports of the machines to create a link by using linking the serial and receive lines results in a connection which functions just as two machines connected across phone lines with modems would. The bandwidth is high (so therefore faster), more reliable and far less intensive on CPU time than a parallel link, as well as being very cheap.

Then there is Ethernet, which offers vast bandwidth and super fast transfer speeds, even less CPU-intensive than serial and the ability to connect two networks of more than two machines unlike serial or parallel.

Parallel can transfer at average 600 per second (serial about 115.2K, and 10Mbps) around 10MBs and higher. By

using either a ribbon cable or a serial network, you can connect up to 255 machines.

When you connect two machines, the connection should be parallel transfer rate and quadruple the serial rate. This is because the built-in ports on the Amiga are particularly badly implemented, not to mention limited by the ageing CIA controller. Boards such as the Hypercom put this right by employing their up-to-date I/O hardware.

Conclusion

Now a link to a PC is needed not to run the but to be able to deliver decent results. For sharing, which is what the bulk of use's need, can be done with enough change from £29 for a port of tape. For a few pounds more, you can go the whole way and truly combine your machines into one fully integrated system. No other computer offers this degree of elegant integration in this day to a PC even so, but if you have used an Amiga seriously, you'll already know that this level of flexibility is essential to almost all Amiga software and hardware.

Particularly when we wait for the new Amiga hardware to emerge, linking your Amiga to a PC, you can begin to experience much of the PC technology that the recent years of maturity from past Amiga owners has been overlooked and dismissed as viable for your own platform. Cheap head-to-head graphical cards, sound cards, monitors and keyboards are all within reach, without having to hover or regularly check your motherboard, just with the use of a cable and some very enterprise software!

Serial and Parallel

If you are not going to go down the Ethernet road, then you should seriously consider using an add-on set of or parallel card rather than the built-in parts of the Amiga if your network usage is to be anything other than light.

Add-on cards are available in various forms, either as Zorro cards, PCMCIA adapters or as plug-in boards for the clock port of an A1200. If you actually have one then all. Sadly if you are an A200 user, your options are pretty much over. I'm afraid, unless you can find one of the few serial adapters that converted to the serial expansion slot, all of which went out of production many years ago.

Network PC

£17.99, Weird Science, www.weirdscience.co.uk, 0115 246 3600

Network PC is by far the simplest pre-packaged method of getting your Amiga talking to your PC.

The basic contents of a couple of floppy disks containing the necessary driver software, a small but highly useful instruction book and a helpful parallel cable. Like the former two packages, Network PC really needs Windows 95 or 98 to work properly, although you can actually use it under Windows 3.1, but with a great deal of difficulty, not to mention defeating the whole point of the Network PC system.

Unlike Games and Amiga Portwin, the connection available here is only one-way, with the Amiga gaining full access to every drive device (hard drives, CD-ROMs, ZIPs etc.) on the PC. This is implemented in a way that these drives appear and can be used just as if they were actual devices connected to the Amiga. By this point you should have noticed the striking similarity between the end PerMNT the Amiga-to-Amiga package arrived in part one.

Connection between the two machines is achieved using the supplied cable, which attaches to the printer ports on each machine. Much like a PerMNT link, on the Amiga side Network PC mounts a disk-like device within Workbench called PC which when opened reveals a selection of sub-directories. These are mapped to the physical drives fitted to the PC which your machine is connected to, as well as mapping the PC drive letters (A, B, C and so on). The PC device and its contents are treated just like any other mounted device and can be accessed by any piece of software that runs under Workbench and uses a normal file requester. One better is the fact that the PC device is mounted with an icon, letting you access it via the Workbench desktop, allowing drag-and-drop file operations and mouse control unlike many early PerMNT systems which were only accessible via a Shell and through requesters.

The supplied software is exceptionally well coded, considering how small the whole package is. For the Amiga side you get a six floppy containing all the necessary software and a readme file, with hard drive installation handled by a standard but well

written Commodore installer script. What's more, such is the thought and consideration put into the package, the Amiga disk is bootable for stable, allowing you to test a setup/clone or use a Network PC link on an Amiga without a hard disk.

The actual software itself can be practically transparent to the user, as you can either start the network

EOS programs on your PC, use it to configure the PC end of things and the other to handle the connection.

The configuration program, while small is very useful, allowing you to switch between printer ports if you have more than one, as well as letting you set up a serial link instead of the supplied parallel cable. The actual software program, while EOS-based, will not run under the Windows 95 start-up and unlike Windows 3.1, will happily multitask in the background allowing you to continue using the PC while letting the Amiga access its drives whenever necessary.

In practice, Network PC works extremely well, so it should be considered its basic capability. Windows 95 (and Windows are supported and Amiga applications can be installed and run from the remote drives). The software on both sides is extremely stable, while the supplied cable is of equally good quality.

So, as with all parallel connections, you can forget about multitasking while transferring data, as both machines begin to grind to a halt only once you are on the Amiga. Not a real problem if you are a light or occasional user, but if you plan on PC networking as a daily or heavy basis, then this is not for you.



A Network PC icon is seen in the Amiga Workbench.

manually as needed (done by clicking on the MountPC icon in the newly created NetworkPC drawer) or copy the launcher to get into your Workbench drawer. Doing this allows MountPC to run on start-up and sit in the background while it waits for the PC on the other end to finish the connection. Mounting Network PC this way and not actually engaging the network at both ends isn't a major issue for Amiga, a great benefit for people who want interlocking at a distance, but without having to think about running software to trigger it.

The icon shows an attempt to connect to the PC.

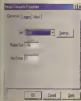
On the PC side, you again get just a single floppy containing all the equivalent software: the time with installation handled by the Windows installer script (the Windows equivalent of the Commodore installer). This deposits two small



**Amiga Forever £39.99,
Weird Science, www.weirdscience.co.uk,
0116 246 3899**

Most people think purely of emulation software when they see the mention of Amiga Forever. What is often forgotten about this package is that it contains a very usable networking package for interfacing with real Amiga hardware as well.

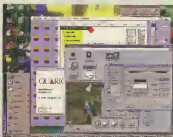
This networking package is called Amiga Explorer and is unique in that it doesn't actually require any new software on the PC. Amiga Forever installs a patch to the Windows 95 Windows Explorer file manager. With the patch in place, it works in exactly the same way as



▲ Setting up the Amiga Explorer utility for transparent cross networking between a PC and an Amiga, with the Amiga drive mounted under the Windows 95 Explorer.

These three Amiga applications is used as a Windows screen.

▼ With Soundblaster or better, the screen can be integrated into Windows too.



☐ ☐



Announcement

We are pleased to be able to announce the relaunch of
Scala MultiMedia MM400 for Amiga!

We have arranged global distribution of Scala MultiMedia MM400 through Software Hut Inc. and their dealers. This means the full version of Scala MultiMedia MM400 is finally available with a full manual. Listed below are just three of the companies supplying it! This means that users of the recently released CU Amiga version of MM300 can now finally get manuals for their product *and* upgrade at the same time. So what are you waiting for? Contact your local dealer now, and get hold of the full MM400 package at the *lowest ever price!*

UK £89.95

US \$149.95

Canada \$229.95

This is the only MM400 product to be officially licensed, and endorsed by Scala Inc., so why not give them a call and buy the single best application on the Amiga for video editing, multimedia and stunning on-screen effects!

Software Hut Inc.
315 Henderson Drive
Sharn Hall
PA 19279
USA

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Info +1 610 588 5722
Fax +1 610 588 5708
Email solfrut@softwarehut.com
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Webpage www.rendome.com



It's All Gone Swirly!

Right from the start, the demo scene has been at the cutting edge of Amiga software developments, pushing the hardware to extremes to perform the impossible. But why? And what sort of shape is the scene in these days?

However, as the demo scene grows, it now you wouldn't want to be near back a Commodore 64, but some came in 1986 a couple of venture-coders managed to get it to do so. A mainly swirling series of swirl, swirls were put together with a rough and ready rendition of Gaster's character, a big rave anthem of the day and squeezed into a modest 128K. Presumably my experience, demos had been like combinations of binary colored bars and simple versions of disco tunes. It was the first demo I ever saw that seemed to go to established forms of art and enter a realm. I was excited

exhibiting impossible audio visual effects. From these initial video image demos emerged as multi-disc extravaganzas designed purely to make you go "Wow!" But enough of the old days. Recently, the scene has slipped from grand stands in many Amiga circles, to say it had its day, or it just that it's gone out of fashion? We spoke to members of Home Age, may the UK's only active group on the international scene.

Tage of Home Age: "The size and feel of the scene has changed dramatically. The Amiga's now approaching its 10th anniversary (the cult status one, and as a result of this, a lot of talented individuals have returned to the PC and/or moved into the commercial arena. The official speed of the internet has brought the remaining people together in ways never before possible, but at the same time there is always a dead zone and pessimistic content within the scene that tends to discourage its then only creative input. A shame."

The scene is this way a reflection of the Amiga landscape. When the 1980s were being introduced and new, were booming, the scene flourished and, people's grew, but when Commodore took over and the an intention to people moved away, a group and others refused to take the plunge and buy into a financially unstable platform and so went toward the PC.

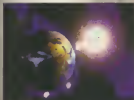


"Like supplier code, the quality with it now produced is certainly a lot higher than back in the late 80s/early 90s, but that's only to be expected really as we have more resources at our fingertips. The thought of producing a demo purely to be run from hard drive would have made most people feel over with shock in 1980. On a technical note, the quality may be improving but the quantity is declining."

Did hands constantly talk about the old days in an affectionate manner and it's true, the early 80s were the best years for a lot of people, simply because the scene was so active, but times change and we must change with them. People is a call supporting the Amiga and there is no reason for that to change.

Down of the Net

The 1990s, interest in the scene. The history of the scene can be split into two eras, before and after the net. Before contacting people was something aspirational, it took and expensive, so all members of a club would have to live in the same



In the beginning

The art of the Amiga or mall one of the 80s showed the world generated a new scene for their stage for their early code art. With the growth of many demo vms, it is to act as a flash on hand to create, however, legitimate things began to flourish themselves. The the scenes and put their efforts into



1. *Golden Age* jump challenge from our review in 1998

There are no two ways about it: *Golden Age* is the best ever Screen Score. It's a business-sounding title, but it's not a game. It's a book that tells the story of the video game industry from its humble beginnings to the present day. It's a book that's as much a love letter to the industry as it is a history of it.



C's Amiga Magazine has two issues that are old days of Commodore's own. After a long and hard day, it's not hard to see why it's so popular. It's a book that's as much a love letter to the industry as it is a history of it. It's a book that's as much a love letter to the industry as it is a history of it.



A. Golden Age's 'Golden Age' is a book that's as much a love letter to the industry as it is a history of it.

It's a book that's as much a love letter to the industry as it is a history of it. It's a book that's as much a love letter to the industry as it is a history of it.

It's a book that's as much a love letter to the industry as it is a history of it. It's a book that's as much a love letter to the industry as it is a history of it.



Screen Score

Tips Central



Firstly I'd like to thank CU for letting me be part of the crew, you've done a fantastic job and I hope to see you all involved with the Amiga in the future - 'We need dedicated people like you!' Now for the last solutions, this side of the millennium anyway.

Black Serge Investigations

Investigate as far as Doom City, but now I suddenly have no idea where to go. Please help!

Phil McCraken, Bedford

First to give you a hand push back. Go as far to the right as you can on the power with the statue. Use the deskbell and a speaker on the statue should start making noise. Answer all the questions as you can you want and just say that's a lady until they let you in. Now talk to Mr. Perazito until you hear nothing more to talk about. Get the speaker and the bottle before you leave for Glen's store. It's the only one that's right.

Again the only way to see an object before you enter the secret back and the newspaper. Get the book to the policeman, hiding in the shadow of the statue that you have to free the guy. That's prison. So do it you have my back and fight between the girl talking, until the guard talks again. Now use the scissors on the desk to get the keys for the cell. Now free the guy and go to the

back. Then you have to head back to prison and pick up the clock on the wall. You might grab the glue on the desk while you're back there, so you'll need it soon. Back outside the back you'll meet the fugitive and BARD. As a last hand I'll say there's an envelope in the mailbox, and some sticky fingers might help you grab it.

Ultima IV

I've found seven places of the missing map, but now I'm stuck on level two of Dargemon. Being unable to get any further! Please tell me in my speech.

Joe Maylin, Chesham

The map page can be found in Dargemon. Try going to level three where you'll find the Hydra's Chamber, and so it's secret door telling what you want.

Curse of Enchantia

I can't get past the part where the evil mages come up from the ground. Please help!

Dan Bates, Dorset

You need a wire my friend. You'll find it by following the procedure. Go to the cave with Bear holes in the wall. Look into the holes and something should pop out. Now look into the far right hole and you should see some things. Use it with the hammer I hope you already have in your inventory and you'll make yourself a mask.

Go to the 'Computer Case' and it's in the hole in the wall. Then it's what you need. Now take the computer and head for the cave with the plants. Stand behind the plant and throw the computer. Destroy the hole and grab up the magnet when you land. Back in the cave that used to be the cave with the computer and throw it into the hole. You now have what you need.

Quest for Glory - Hero's Quest

I can't get on to see the bones. The guards tell me 'you need the bones permission'. I've selected my character to be a fighter. Please help.

Steve Dingeldey, Hereford

The bones don't see just anybody. You'll need to prove that you're interested in his welfare. If you ask the guards about the bones and all the problems they might eventually realize that you might be able to help him solve some of them. Ask about the bones, tell him his daughter Tynell, Redwings, and about his wife. Now you should get it.



Simon the Sorcerer

How do I get into Galt's cave by the waterfall? He just keeps saying 'My Mum always told me not to party with strangers'!

Roger Barnard, Mahon, Newbury

Well, this is a tricky one. It's more than tricky actually. It's impossible! You've just supposed to get in. What you can do is give the Golem a new jar of Swampy's Stone. He'll give you his fishing rod in return, so why don't you try your luck fishing?

Zak McKracken

I have the blue crystal and the crystal shard, but how do I get my hands on the crystal in Mexico? Also, what do I do in Stonehenge?

Sam Owen, Perth

In Mexico find your way through the maze to the map room, where you'll find the crystal. Now use the yellow crystal on the strange machine, and down the crystal from the huge steps in Mexico. At Stonehenge try using the blue crystal on the altar stone.



We're saying goodbye, but not before giving you the long-awaited low-down on two of the most eagerly awaited products: NetConnect 2 and The Atto Tower.

Q1: STRAIGHT UP

David Stroud gives you the low-down on the latest NetConnect 2.

Q2: STRAIGHT UP

But NetConnect 2 isn't a full-on new menu reader program.

Q3: NO PROBLEM

But NetConnect 2 doesn't have the latest menu reader.

Q4: MAKE THE

NetConnect 2 is a full-on menu reader program.

Q5: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q6: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q7: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q8: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q9: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q10: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

Q11: YES, PLEASE

NetConnect 2 is a full-on menu reader program.

NetConnect 2

■ Price: £59.95 ■ Available: Active

☎ 01325 480116

Connecting to the Net has never been easier. David Stroud takes apart the software bundle that Active Technology have only just put together.



Three or four years ago a package like NetConnect 2 would have been hailed as some kind of mysterious fruit from the Gods (Net Gods, for short). It did then. Three or four years ago, networks were the equivalent of Google Maps. Getting them and putting them together just to make a fire.

NetConnect 2 is an integrated suite of Internet software, covering a range of Internet services. Email, News, FTP and, yes, the World Wide Web. All in one fell swoop. NetConnect 2 is the average user's what a Dope-fighter would have been to Google Maps. Powerful and useful, but not easy to use.

The provided set-up makes installation a breeze, and allows you to choose which channels and programs you would like to add to your hard drive. Installing the complete package is the best option, even for those who are already hooked up and familiar with other programs, because you



A little help with the NetConnect 2 software bundle. It's not a full-on menu reader, but it's a full-on menu reader.

never know you might need to be the first to get on the NetConnect 2 bus to the

In the beginning...

Let's see the underlying TCP (Transmission Control Protocol) stack used to get you connected to the Net. It's a stack of four or five layers, or what you might call the Net's infrastructure. The programs that you use to get on the Net are built on top of this infrastructure. So, if you want to use the Net, you need to have the infrastructure in place. That's where NetConnect 2 comes in. It's a full-on menu reader, but it's also a full-on menu reader.

If more than one person uses your Apple for connecting to the Internet, you'll be working in the streets after using the multiple accounts feature of NetConnect. Rather than having everyone to use the same setup, you can have each user with their own setup. You can have each user with their own setup. You can have each user with their own setup.



A little help with the NetConnect 2 software bundle. It's not a full-on menu reader, but it's a full-on menu reader.

and Federal government information. When you add these three programs to the other 10 in the NetConnect 2 suite, you're looking at more than 40 different applications... but you're not to stop there, where you look at those old programs.

The NetConnect 2 suite is a smaller box part of the NetConnect 3 package, which includes a lot of old tools of the trade, and a whole lot that can be performed on them. Although on its own it doesn't sound that interesting, coupled with other applications, it springs into life, showing any ODBC file using the code you'd built, or have loaded any further information from the user.

Furthermore, getting up your IBM, Solaris or Novell system, but AmTCP and AmFTP and AmTel will recognize and use them, without the need to make the changes in each individual application.

Integration Fascination

NetConnect 2... that about integration. That's what it's bundled together with a big goal in mind, and that's why anyone who buys it is not really everything to their head, but a few things. Angles, so there are a few things on which the software is, and getting everything up, it's hard to inevitably go up to cause the it to work when you least expect it, but it you take a one step at a time and save the changes you make as you go along, you'll soon have the hang of all that sorting. Unlike AmTCP, that's a few extra moments to make you a user, plenty of Ajax and a great deal of programming you with some more steps, and would be tough on all the way to your own base.

However, with the level of integration that the NetConnect 2 suite of programs offers, it's a shame that it falls short in some areas. AmFTP may be good, but it's not as great as



▲ Image 20 is full page.

Individual Programs



AmTCP Gateway

- TCP/TCP Gateway: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



Microdoc-II

- On a off line: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



AmIRC

- IRC: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



AmFax

- AmFax: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



NetInfo

- NetInfo: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



Contact Manager

- Contact Manager: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



Voyager-MS

- Voyager-MS: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



AmFTP

- AmFTP: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



AmTelnet

- AmTelnet: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



AmTalk

- AmTalk: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



X-Arc

- X-Arc: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



Dock

- Dock: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.



MMU 3.0

- MMU 3.0: This is a gateway to the Internet, which is a gateway to the Internet. It is a gateway to the Internet, which is a gateway to the Internet.

NewsRog



■ Price: £40.00 ■ Supplier: Questar Productions ■ <http://www.questarproductions.com>

News reader programmers face a dilemma, either make it easy to use and limit the number of features, or build a powerful program that is more complex to get started.

Now there it is: a brand new news reader that at long last gives all the best of both worlds. NewsRog boasts a complete feature set (or an optional yuck-free package, yet claims to be more user-friendly than most).

First impressions were good: the program installed without a hitch, including some comprehensive documentation on an HFD. The documentation is excellent, providing a good introduction to a variety and a series of tutorials on getting up and using NewsRog.

Unlike many programs, you cannot start to use a news reader until you have set up a few config points. This was pretty simple with NewsRog and fully documented in the tutorials. Once you are online and subject feed to terms have been set, you can choose to download either complete articles for offline reading, or just get the headlines for a group before selecting any links to download or read. The integration of online and off-line was very good; you can use both methods at a single session without any change of configuration.

NewsRog makes extensive use of multi-linking. For example, you can select a number of groups for header download; these will then come more groups for full download. We in the second batch is downloading, you can then browse the headers from the first group. You don't even need to wait for a download to finish before you can do an ongoing search. This multi-threaded approach extends to all aspects of the program. You can have multiple newsgroup windows open, reading headlines in several groups at once. (By the way, the user interface also supports concurrent multi-threading and memory buffering.)

One of the most difficult tasks for a news reader is interpreting and showing an article properly. It is made all the more difficult by the fact people



using broken HTML tags for formatting. The one Reference: Header is or have an issue really set clear. NewsRog makes multi-linking well, with a single key used to both scroll the contents of an article and forward to the next one when you reach the end. As with almost everything else, Head Display is configurable and can be remembered when you do it, so doing the hard-to-use settings each time you change something.

The configuration options of NewsRog are immense. Although it is easy to set up for most use, you can spend hours playing with the various filtering, display, buffer and other options. However, a filter allows the same problems in most programs with a large range of options. It can sometimes take six or seven attempts to find the place to change a particular option. For example, NewsRog has a new filter option to hide signatures, requiring four clicks to a screen box that you click on 10.

Now the big I wanted to do was that for a while, but whatever I tried the Group Filter, or what made it a little more. Later I found a better setting, a little global config window. But it is a little more complex, but a noticeable of what is involved in so many cases.

The documentation on a provided in HTML, as an option to a print version with the online

The Competition

The obvious comparison is with THORN. The interface is certainly more modern and initial use is much easier. However, it doesn't handle email and has no search port (aside from the basic use from MAIL). If you don't need the total control or small features of THORN, NewsRog is a strong alternative. There are also features email, and it is very easy to set up and use. But NewsRog is a far more powerful program, maybe a little more complex for the casual news user, but much better for anyone serious about news.

helping the browser of your choice or the NewsRog system would be a real benefit. The HTML editor, help for the various judges and a release, is very comprehensive, but there are some you need those extensive documentation. As the provided documentation is already very good, it is a shame that it is not already better.

NewsRog is a very powerful and versatile easy-to-use news reader. If you have never only say as a complement to "MAIL", it is well worth a look. The system requirements may seem high for a news reader, but this is a powerful program and deserves an Amiga to match. If you are still not convinced, have a look at the demo on this month's CD-ROM.

Paul Whitehead

NEWSROG

System Requirements: Minimum: 4MB RAM, AGA, 1MB RAM. Recommended: 16MB RAM. Graph: 1 card, 1MB RAM.



PROS:
An excellent program for all news fans.

91

Power CD-R Writer

■ Price: £249.95 ■ Supplier: Power Computing

☎ +44 (0)1234 851500 ■ <http://www.power.com>

Richard Drummond investigates mass storage on the cheap with Power's CD writer.

Power's CD-R drive uses the same Mitsumi ADAP-CD-J801E mechanism as Eubank's EZ-Writer (reviewed last month). Simultaneously, it is offered in a range of prices, internal and external. The drive on test here is the external version, which is shipped in a slim-line steel case with an external power supply and weighs in at £299.95. It is bundled with Power's bundled EZ-Writer software and cables. The full CD-R software, the Mitsumi CD-writing software and three blank discs. Other optional extras include the drive housed in a rather nice SCSI front-end case with a thin 3.5in IDE hard drive (for £499.95) or a SCSI 33x CD-ROM adapter.

Cheap 'n' easy

The advantages of taking the IDE route for CD-writing is that it gives the user a drive that is low cost, simple to install and easy to configure. The disadvantage – the lack of the Apple's parallel interface – is that of processor time is required to the host's sub-optimal throughput of data to the drive. CD-R drives need to be constantly fed with data otherwise the drive locking or disc is ruined, a so-called 'crash'. To be fair, though, a better problem would arise when using a SCSI drive. If the controller were a non-DMA, low bandwidth one like the Adaptec.

The case that houses the Power drive is serviceable. It has a small hinges, but lacks the toughness of the Eubank case. A really annoying fault with it is that the connector for the PSU has a tendency to fall out. This is obviously not something you wish to happen when writing a CD. The actual

process of writing a CD-ROM drive is, however, excellent, with the company's software which was designed to copy a Jukebox CD-ROM. Thankfully, the Mitsumi drive was supplied in excellent condition. It features a thin case made of brushed aluminium, with a green laser and a small red GUI window, close to the top right and for status light. The expert menu provides the more advanced control over Mitsumi's options.

In operation, the Power CD-R system performs adequately. With an 686 processor and plenty of RAM there is enough CPU cycles left over to do some low-grade multi-tasking, though no less than 640 though, and your machine will grind to a halt and the drive being written will fail. It is surprisingly adverse with writing on the fly, as well as with an image file. The drive does struggle to reach its planned double-speed write up to 11.5MB/second.

The competition

The only direct competition Power's CD-R system and Eubank's is the packaging with Power's own EZ-Writer, the drive is a cheap quality drive and PSU. Mitsumi and the four-way adapter with Eubank the same money buys you the drive, it is up to you to risk and Mitsumi.

While both these packages offer low value for money, neither are particularly cheap. The essential components of both systems are the Mitsumi mechanism, and I

EZ-Writer revisited

last month we tested Eubank's EZ-CD-R Writer system. We found the drive and given it in my opinion a good value system. On the other hand, disappointed and made a number of complaints. The bulk of these complaints were a rather trivial that they did expect to see saying 'the Mitsumi mechanism has a good reputation for reliability'. As this mechanism is used in the Power drive, and I believe this would be an appropriate place to clear this up.

I wish to stress that no problems or faults occurred while testing either Eubank's and Power drives, the above quote was based on opinion only. In fact, Eubank claim that Mitsumi have had a record of low number of returns with this mechanism. Eubank were clearly looking for a supplier model for their drive, but I am not very critical. The EZ-Writer is good – but not exceptional.

Eubank are now shipping a cheaper version of the drive, too. The economy EZ-Writer II is identical to the EZ-Writer package we reviewed, except that it's based on a different case with external PSU like their EZ-CD-R drive.

While from PC vendors for a while under £200, and Mitsumi the TAO version of which retails in the UK for £24.95. As to the CD-R standard, I believe that you are paying at least £65 for the case and any other extras.

There really is not much to pick and choose between the Power CD-R and the EZ-Writer, except why there are the same package. If you haven't already got CD-R, and a four-way adapter from Power's offer, then slightly better value for money. For instance, I would opt for the Eubank system, mainly because of its better case. ■

Richard Drummond



POWER CD-R WRITER

System Requirements: Any laptop, 68010+ 33MHz (68010 processor & 33MHz recommended) 1MB

Easy to install, configure and use

Satisfactory fast and writing performance

Fast but not outstanding value

Verdict: Excellent quality entry level CD-R system

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AtéoBus & Pixel64

■ Price: £299 ■ Developer: Atéo Concepts

■ Supplier: White Knight Technology ☎ +44 (0)1920 832321

The AtéoBus promises cheaper and faster expansion cards for the Amiga 1200 than Zorro. Does it deliver?

The advent of more than for the Amiga 1200 has opened up streams of expansion that the original designers would have never have believed possible. However, the first feature lacking from the 1200 is the ability to use plug-in expansion cards like its big brothers. The big box Amiga employs a proprietary standard known as Zorro for this expansion slot.

Zorro is an excellent system, although showing its age. For example, its 40-pin plug system has always been a pain to plug and play, but it is the step of PC users. But Zorro cards are expensive. Not only that, the only 1200 Zorro boards built in those developed by Microware and IBM, which enable the use of Zorro cards with an A1200 are expensive. At the time of writing, a standard Amiga market Zorro card is becoming increasingly harder to find. Atéo Concepts have attempted to solve all these problems, in one go, in the creation of their custom bus system: the AtéoBus.

New from old

The AtéoBus is a derivative of the ISA. In many ways Zorro Architecture has found in PC. It doesn't allow DMA transfers, but the modification does allow a greater bandwidth of 8MB/s, a good thing better than Zorro. The bus controller plugs into the expansion slot, both of the A1200 and provides a pass through for any existing card. The AtéoBus is compact and fits in the range of standard boards, but you should contact Atéo Concepts to make sure your board will work.

Obviously, the bus system can only be fitted to a powered up 1200. The new Atéo Tower has more on page 87. Has been made to make the installation of the AtéoBus as simple as possible. The problem is that the cards are mounted vertically rather than horizontally as expected by most towers. There is a connection kit available to ease the process of bringing in other towers. The AtéoBus does not replicate the whole of the A1200's motherboard like the Zorro-based boards do, but the clock header is obscured a point to make it you already have some hardware that attaches there.

Considering the price of hardware that forms the package, the AtéoBus is surprisingly easy to install. The bus board sits on many of these points, an adaptor board, a controller card and the hardware itself. The adaptor and controller sit together and attach to the edge connector where your controller normally fits, and the controller then plugs into the AtéoBus.

The bus board is connected to the controller via two ribbon cables, and is fixed to the back of the board with two screws. Please don't forget any other modules that fit. Almost certainly, if you're going to use the power and you're ready to go. It's right.

Some software must be installed into your startup sequence for the system to recognise the AtéoBus and any attached cards. A command called BusAtéoBus is written into the bus and then it also the Amiga's normal expansion card system. The AtéoBus also allows software provided on ROMs to be Zorro's booting. This allows your machine to be booted from devices connected to an IDE or SCSI controller card on the AtéoBus. It would have been nice to see the system software that put the one currently available card. As the moment it is unclear how difficult multiple cards would be to configure, or whether the use of several cards would have any effect on bus performance.

Also say that their cards are shipped with an necessary jumpers present, and that the driver software prevents IRQ conflicts. It is well known that there are no card question problems. The Zorro-based A1200 on PC.

Pixel perfect

The AtéoBus can be used for use with the Amiga 1200. It's a 2D graphics card employing a CirrusLogic GD5404 video processor. It is a chip with 256K of memory and supports screen sizes of up to 1280x1024 at 70Hz with 60 and 600Hz at 65Hz in 24 bit.



A card edge connector, which has a large hole.

On the cards

To make the AtéoBus a truly useful system, more cards are obviously required. Atéo Concepts are currently working on a multi I/O board for use with the AtéoBus which should be ready by the time you read this. It will feature two 1150K serial ports and two parallel ports. The parallel ports are connected to the COM/PP ports of the type used in most PCs. This opens up the possibility of using parallel I/O lines and cheap parallel printers with your Amiga. Other cards planned include a Sound card, Ethernet card, a SCSI controller, an IDE controller, and a 16 bit sound card. With the exception of the sound card, prices are aimed to be about £30 per card. Stay tuned for <http://www.atеоconcepts.com> for the latest information.

Kodak DC210 Zoom

■ Price: £599 (street price £549)

■ Developer: Kodak Digital Science ★ <http://www.kodak.com>

Kodak's highly acclaimed mid market digital camera has become Amiga friendly - but is it all it is cracked up to be?

Power Compact is a budget two-thirds frame lens up the lower end of the digital camera market on the Amiga, but up-market it becomes a little tricker to find the right product. The only software support for mid-range digital cameras has come in the form of the Camicoast software for the Olympus C range and the Minolta Damage 5. Meanwhile, Kodak has just given us another crackle with the release of DC210Zoom, a simple utility for downloading images from

the Kodak DC210. Kodak's award-winning camera is only the second image web camera to hit the Amiga. The other, the Olympus C1400Z, is a very nice camera indeed, but even with recent price cuts has its RRP of a thousand pounds. The DC210 offers 1152 for 854 x with (about 4,000) and 0.1 megapixel resolution (so you can forget them) and a 2x zoom with a field of view roughly equivalent to a 28mm lens, on a 35mm camera or a 50-100mm on medium format. It has built-in storage on a removable card in a 1.8 TFT colour LCD screen. PAL/NTSC video out and so on, all for a very fair price.

The exposure seems accurate in a range of lighting conditions and white balancing is good under tungsten or fluorescent lighting. The aperture and shutter speed cover decent ranges and the CCD sensitivity is respectable (ISO400, 1 stop equivalent). The built-in flash will illuminate 2.5m in auto red-eye inhibit on.

Liquid crystal

The LCD display is a screen with a shutter (ideally for downloading images) a magnifying glass to zoom and so on. In normal mode you can scroll quickly through thumbnails of the stored images and display them at full size. Scrolling the LCD screen rotates the image. In the preferences screen you can choose magnification (100-1600) by 400 resolution and have a 1/100th level of brightness. Unfortunately all this functionality comes at a price.

Power consumption: batteries are consumed at an alarming rate, so stick up on 4 C cells and keep recharging. The power supply neither adequately is an optional extra.

Experiences are good but not perfect. The control buttons for the LCD are so logical you won't need the instructions, but the power button and the shutter button are so close to each other that you can mix them up, and the lens is positioned too near the hand grip, making it prone to greasy finger prints. Having the lens elements at the lens exposed like this is not good, it makes it vulnerable to scratching.

■ Close up of lens (right)
■ Price good
■ High on features
■ High on cost
(including it's weight)

Image quality is good in bright JPEG, softening via the on best quality, but better images can be had elsewhere. The lens is soft and it does show in the first image. Kodak are not rated for their lens design, and convenient as zoom lenses are, they are inherently liable to field lens designs. The MacroPost (can be 1/128) spots the other problems (the focus limit and a better resolution at a lower cost) but its lower specification, most importantly has no Amiga software.

The Olympus C1400Z seems to be better camera in many respects, but it is too much expensive. At this price range the Kodak DC210 is, on the Amiga at least, a very good deal, easy to use, much better results than the cheap cameras, and all in all, really good, in a 1/100th.

And the Award



▲ Best quality will come just as you want it to.

The software

Minolta took a DC210 Zoom as an example to go. A software displays a list of the pictures in the camera memory and allows you to mark the ones you want for download. There is no yet no preview facilities, but like camera a bit do that for you. You can find the software on this month's QUAD in the mag drawer, and with enough interest Minolta will add more features. As the KodakDC210 zoom encodes everything internally, I guess this is a simple serial download process, so the software will probably work on almost Kodak cameras including those with 1.2 or 1.8 M pixels.



▲ At 100% magnification there is still plenty of detail.

Kodak DC210 Zoom

System Requirements: 100 images, resolution 1.8 M pixels

1.8 M pixels, better pixelated without overloading camera.
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The gargantuan legend, Dave Stroud, makes his final appearance for CU Amiga before sloping back to his New Forest cave dwelling.

MyFax

Type: RISC-based GUI

From: <http://garden.al-projects.com/MyFax.htm>
Size: 144

Requirements: RISC RISC-based system (tested as PPC), version 2.0.0.410 - available from <http://www.sage.com.au/~dave/MyFax200410.html>

If you're picked up any gaming information about "RSC" or "DOS" contents, you could be forgiven for thinking that it's very technical. It doesn't have to be. RSC and DOS are merely shorthand for algorithms, used to encode data with a key (in this case, a 64-bit key) which, in theory, would take an inordinately long time to crack. Distributed.net (<http://www.distributed.net>) are organising the challenge to crack the code and lead the key, legitimately, to an encrypted message. By running a client for their machine, computer users all over the world are joining the cryptic system of their CPU to give you in an attempt to break the code in as little time as possible.

If you haven't already joined in the challenge, now is an ideal time. The Amiga team is currently in a very comfortable seventh position overall.

(Having enjoyed a short spell of death before being mistaken by the "hacker" team) and all of the information about the RSC system (what it is, why you should join in, and how to participate) is available from the Amiga RSC effort homepage at <http://www.sage.com.au/~dave/myfax.html>.

From these pages, you'll be able to download MyFax, the GUI which makes running the client a piece of cake. MyFax does along with the need to use the CLI to configure the client. It can be launched from the Workbench menu, or dropped into your Whirlwind desktop. It can be modified so that it operates automatically as possible, or it can open either at boot-up or in a large size for displaying what would normally be output to the CLI by the client, and a small configurable box, displaying the information in the form of progress bars.



If you have a fast connection and you're not yet contributing to the Amiga RSC team effort, you no longer have any options. RSC doesn't ask control the RSC and DOS clients by downloading two copies of MyFax, although there are plans to support it both as one executable or a later date. The Amiga RSC team effort needs you, so what are you waiting for? Get cracking! *******



ExView 1.3

Type: GUI/CLI viewer

From: john@exview.toView.be
Size: 204

Requirements: OS 2.04+

Y ou may wonder about the point to get another graphics viewing utility. We already have tools like View and Viewlet which can open configurable and can open with many different file formats. Why then would anybody be interested in ExView? It's not exactly feature laden - it only shows IFFs (and that only up to 640) and it doesn't yet support graphics cards.

So what's it good for? Well, showing IFFs of course. You don't need to stress about with the GUI. It has an AppleLink and a CLI, from which you can load the chance of environment (mainly for getting all pictures to display on a screen like that of the

Workbench, so that on slower monitors, you don't have to wait for the screen to see what you're looking at.) You can also tell ExView how much memory it can use, and ExView claims that the program can handle "even the most stressful and dense of conditions" - although it took me a moment to realise that he was referring to the Amiga after this point.

Okay so there isn't a lot particular to the face of current competition. Viewlet, View, SuperView, they probably do it what you want anyway. But ExView isn't predominantly CLI-based (although you can use it from the CLI) which makes a relative

and clean-cut. It doesn't pretend to be anything bigger than it is.

So, if you've got a lot of IFFs looking around on your hard drive, then experiment going. ExView is a by-bit Root knows what you think, so he will hopefully continue to improve on the features already present in his program. It certainly has potential, and for one would like to see the program again after another six months work. *******



ExView



WWM 1.5

Free Utility

From Internet Utilities/WWM/1.5.exe

Size: 20k

Requirements: OS 2.0+

In these days of large command-line and many applications and utilities, it makes sense to keep your Workbench screen (and any other screen for that matter) as uncluttered as possible. When that program that you've just downloaded

refuses to open its window in the top right of your screen, so that it has room to grow about it, it's time to think about a solution. Thankfully, Balmain Macintosh has already thought about it: Virtual Window Manager is the result, and 1.5 is the latest version.

You'll require a little guidance to get WWM operating to its full potential, so you'll need to create its preferences file by hand in your Favorites list editor. This is where the provided manual is very helpful, listing all the options available to you in order to specify exactly where a window should open.

Virtual screens (larger than their visible area) aren't a problem either. Say, for example, that you had a screen at 640x480, but the screen was 640x1024 - double the height. You might use the top half for your

word program, and the bottom half for your web browser. For example. Now, if you had another program, obviously, it will pop up at its window(s) in the top half of the virtual screen. If you're using the bottom half, you'll need to scroll up to the top half before you can use it. Not very user-friendly.

WWM can solve this, and many other window-geeking problems. It's as easy as to open windows at absolute or relative coordinates from the top left of the whole screen, or the top left of the visible portion. WWM will also force windows to open under your mouse pointer, in the corner of your screen, or at a specific distance from the screen's edges. Not only can you position windows accurately, WWM will bring the newly opened window to the front if you tell it to, and can even delay windows from opening for a moment, so that you can position your cursor in the position you want it to open before it appears. Not only is WWM highly configurable, it is also free to register. What more could reasonably ask for? ■■■■■



Top Tunes

As anyone who has given the Internet more than a passing glance can probably appreciate, the music industry is a fascinating playground to browse through. With music tunes that you can download, you could be forgiven for thinking they didn't realize that you wouldn't have to deal with them, as it only so naturally dissuades them today's treatment of global recording. You can't blame anyone for trying to traffic you with someone.

In an attempt to make your path through the jungle a little easier than, er, "Top Tunes" is the result of years of being voluntarily subjected to hours of music, happy, happy, happy, happy, happy, happy, before disseminating the resulting information to you, the over-

whelmed Average Working Person. So sit up and take notice.

This month's selection begins with "Lost in Space" (mode/pro/P1m_15) by - 1950, a name familiar to all of us by now thanks to the film, and indeed the Lighthouse Family's single by the same name, although the music isn't a rip-off of the film's soundtrack or the single. Picking up speed after the first minute, and ending a speedy seven minutes, it captured longer than my interest in the film. Although I have to admit that it only became I haven't seen it yet.

Next up, "Contributions" (mode/pro/Contributions) by - 1996, is another second out of place in "Top Tunes", and even up to its name to not belong in "Top Tunes". Featuring also changes in mood and having a more forthright ending, you won't be left with a headache after listening to this one.

Then, on keeping with a kind of disco tradition, we have a real featuring a track, "Dancefloor" (mode/pro/Dancefloor) by - 1996, featuring a thumping beatline and lots of fun to be had, but, thankfully, an "all around" sample. Once repeated though and just when you think the track might have exhausted itself a corner. Thankfully, unlike a real disco dancing in

your house, you aren't required to wait for it to stop moving before you get off.

Finally, we finish on a rather note with "Real in Minutes" (mode/pro/Real in Minutes) by - 1996, it's a long, winding road by the sounds of it, possibly ending its way through the Lake District or around a Scottish loch. If you're driving something across this road, it would probably be a clock. Love yourself in two and a half minutes of gentle, calming rock music. More relaxed than a Porsche factory.

Exhausted

You may have noticed the lack of a game review on this month's pages. Well, that's because we have a special little bonus package for you - namely, a bumper selection of games from "MC Games," the makers of Blood (reviewed back in the June issue). Mercus has kindly provided us with full editions of Fynch, Maged, BrokenSE, Jackson, the more recent Pulsion 5 and, of course, Blood. All exclusive to GIG Awful, and all yours for the price of opening the drawer on the CD holder's, for it is so.



PD.post

Richard Drummond, with one final glassy-eyed look at PD software on floppy disk...

PD.post

Complete C

Type: Programming

From: Macintosh PD, 34 Carmichael Court, San Francisco, Texas 75201

Price: \$9.95 (12 disks)

X Project PD is a new public domain company and this their first release in an ambitious one. They do distribute the normal single disk type of all software, but they specialize in shared compilations targeted at particular areas. Complete C is a 21 MB collection of material aimed at college C programmers.

The set comprises 18 disks worth of compiler software with an editor/ linker. The main packages here are Mac: C, then a standard GCC C compiler, the equally excellent gcc compiler and the C Manual (in 16-page Amiga-specific format). The remaining space is taken up with a myriad of different programming tasks and utilities.

When inevitably asked why

about this collection - apart from the packages named above - is the rather unconvincing attitude with which software has been offered onto these disks, the answer seems to have been made as to what would actually prove to be useful or not. Clearly the compiler of

this set was beyond the quality and quality. The other major fault is the poor transfer provided. Everything is stored in archive or more to your hard drive everything is provided as is. No attempt is made to install or configure the individual packages - which is most odd in a high level task. Some kind of explanation of the software provided would have been useful.

Nevertheless, despite its looks, you cannot dispute the value for money offered by this collection. If you are into programming and don't have access to the Internet, the Complete C may prove a useful starting point. Beginners should avoid it, though. **3.0**



Twiddlers Disk 7

Type: Compilation

From: Glenn Arpge P.O. 31 Dominga, Pacifica, Marin County CA 94020

Size: 1101 720 1620

Price: \$1 plus 75p per disk per order

This is a bizarre name for a bizarre collection of software. The most noteworthy item in the related collection is a suite of programs called 1980. The main 1980 is a set of tools to improve the life of Amiga users with Zip drives. Framed 1980 allows the easy copying of data from a Zip disk to your hard drive and vice versa. Safe 1980 is a tool to enable the Zip a password protection and locking feature. Wipe 1980 is a background process that can be configured to format another program or sector when a Zip is inserted. The package also comes with various minor tools and is designed to function seamlessly with the CrossDOS and CrossMAC systems to do any afterwards

exchange data with foreign platforms. 1980 is CD worth if you use the rather inelegant zip to send him an empty CD.

The rest of this disk is really just filler. There is 040 which has nothing to do with coding, but is yet another game of numbers and crosses. Why is it that people still insist on writing these things? Here we are in the 1990s, we have the powerful invention, the computer - a tool to perform those mind-boggling tasks. In this game, masses of data seem to simplify talent - with the potential of processing many million instructions per second. And when we do it then we forget just what computers



panels or windows. Perhaps the author was trying to make a philosophical point about the futility of existence.

Bringing up the rear is HTML-Creator a set of tools to automate some types of HTML page creation. WWWstations is a collection of colourful drawings of WWW sites for designing with Newsline, and SiteUp is a tool to custom programs that will allegedly help you discover engine problems with you.

Twiddlers Disk 7 is a worthwhile purchase only for the impatient 1980 fans. If you don't own a Zip drive and are not a Beers-Matlab, then it's best to give it a miss. **3.0**

Mini Tiles

Type: Puzzle game
From: Claudio Amiga PD-11 Desingate
AmigaDOS, Manchester M08 2SD
Tel: 0204 320 1828
Price: £1 plus 1p 1p per order



Mini Tiles is another of those puzzle games in which you have to remove pairs of matching tiles from a stack of five screens. The difference with this one, however, is that it doesn't simplify the tiles from Mah Jongg. Mini Tiles is somewhat computerised, but for some reason lacks the on-screen factor that games of this type usually possess. ***

Ravage AGA

Type: Action, 3D, PD game
From: Claudio Amiga PD-11 Desingate
AmigaDOS, Manchester M08 2SD
Tel: 0204 320 1828
Price: £1 plus 1p 1p per order

This is a sequel to a game I featured in this column in the June issue of CU. It's a game of utter simplicity and grotesque violence. The author has revised and updated it to conform to trends of users connecting him with suggestions. He displayed him to the interests of decenting the uncorrupted status feature only the title page of the game.

The reason Ravage gets a mention here is because the new addition are really amazing. There are extra videos to shoot at (three) video discs that Bill Carter (Ravage 1.0) wrote everyone to shoot with (like Department of a laugh) and some nice sound effects. The whole thing is very nicely presented. It not only has a lovely value of about two minutes through.



Music Bugs

Type: Musical
From: Roberts Smith DDP 140 Pollock Way, Rampton Road, Gillingham, Dorset
London W6 7 1LH
Tel: 0204 400 1400
Price: £50 + 50p per

Music Bugs is a musical puzzle game. The idea behind it has a few bugs, wondering about your computer screen.

When one of these screens is hit, a sound is played. The pitch of the sound depends on the colour of the tile. The tiles are presented with a palette of musical colours with which you can draw on the screen using the mouse. You can assign the sound sample of your choice to each bug. It's a really silly, but you'll quickly get the hang of it. The pitch of the bugs may be controlled too. Grey lines make them flash through slowly degrees, while lines through are banded and wavy.

The "musical" I managed to produce from three-screened music. I managed to make John Cage's Blue Mountain. It takes a bit of practice to figure out what to place the lines of the bugs. The bugs move about then get the real music in the air, and you're playing together but with



each musical reading from a different source. Perhaps that's due to my own inadequacy. The bugs tend to be unwilling to be quiet unless you let them straight into a pitch when you are at a distance. I managed with a mouse as I'm in front of it. A lot of an effective music test is a mystery. ***

Anyway, Music Bugs is an amazing discovery. It's probably useful to young children (or maybe with a few) (depending on the music). ***

AmigaDOS Guide V2.5

Type: Guide, Help
From: Claudio Amiga PD-11 Desingate, AmigaDOS, Manchester M08 2SD
Tel: 0204 320 1828
Price: £1 plus 1p 1p per order

What do you do if you cannot remember the syntax of a particular AmigaDOS command? Well, you could search for the command that was typed with your computer, but chances are you've either lost it or can't be bothered to dig it out. This is where some extra help would come in handy. AmigaDOS Guide comes to the rescue! This is a new update to the Guide and was created with Lord Clark's HyperBook authoring system. If you've not seen a earlier edition, it has an easy to follow, a rather dated interface. It is a simple matter of just clicking on the command or program you are prompted with and a help window - the required information appears. The topics covered here include AmigaDOS commands, file names, graphics, error codes and a glossary of Amiga terms.

On the whole the command syntax

help that this is a useful one. It is a bit better however, by past implementation. This guide looks too much like an appendix to be otherwise for quick reference. It's not updated with an actual syntax - when clearly to be of use, this package would need to be really available in your hand down.

It also looks a search facility and is covered by a few screens. ***



Art Gallery

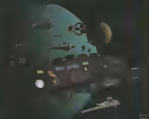
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4



1. *Unleashed* by Jeff Koons Oil on canvas

Jeff Koons' *Unleashed* is a large-scale oil painting on canvas. The work features a central figure, a woman, who is depicted in a dynamic, almost dancing pose. She is surrounded by a complex, swirling pattern of colors and shapes, creating a sense of movement and energy. The background is a deep, dark blue, which contrasts sharply with the vibrant colors of the figure and the surrounding patterns. The overall effect is one of a powerful, almost hypnotic visual experience.

2. *High Ground* By Peter Paul Rubens

Peter Paul Rubens' *High Ground* is a large-scale oil painting on canvas. The work depicts a group of figures, including a man and a woman, standing on a high, rocky outcrop. The figures are dressed in elaborate, 17th-century clothing, and their poses suggest a sense of triumph or achievement. The background is a dramatic, cloudy sky, which adds to the overall sense of grandeur and drama. The painting is a masterpiece of Baroque art, characterized by its bold, dynamic composition and its use of light and shadow to create a sense of depth and volume.

3. *Figure by Andrew Gellman*

Andrew Gellman's *Figure* is a large-scale oil painting on canvas. The work depicts a single figure, a woman, who is shown in a dynamic, almost dancing pose. She is surrounded by a complex, swirling pattern of colors and shapes, creating a sense of movement and energy. The background is a deep, dark blue, which contrasts sharply with the vibrant colors of the figure and the surrounding patterns. The overall effect is one of a powerful, almost hypnotic visual experience.

4. *Portrait of a Woman* by Rembrandt

Rembrandt's *Portrait of a Woman* is a large-scale oil painting on canvas. The work depicts a single figure, a woman, who is shown in a dynamic, almost dancing pose. She is surrounded by a complex, swirling pattern of colors and shapes, creating a sense of movement and energy. The background is a deep, dark blue, which contrasts sharply with the vibrant colors of the figure and the surrounding patterns. The overall effect is one of a powerful, almost hypnotic visual experience.

User Groups

We hope you'll continue to make good use of our international user group directory, putting you in contact with like-minded Amiga supporters all over the world.

Alpha Software

Location: Newcastle, UK
Contact: Gareth Mullin
Email: gah@alphaonline.co.uk
0191 262 71554
WWW: www.alphaonline.co.uk
Meeting: 18.00, 2nd
Place: 400 Alford, Gateshead
Address: Gareth Mullin, 113
Casson Way, Colingrove Grange
2, Longrigg
Newcastle NE20 6LJ, UK

Amiga Chitchatline Inc

Location: Chitchatline New Zealand
Contact: Amanda Leonard
E: 1000 100 0000
Meeting: 1st, 2nd Tues of month
1800
Place: 30 New Capetown Centre
30 New Rd
Auckland, NZ
Address: PO Box 26 107
Orchardside, NZ

Amiga Club Gals (ACG)

Location: Perth, Australia
Contact: Ben Robinson
Email: amigaclubgals@perthnet.au
WWW: www.perthnet.au
Meeting: 1st, 2nd Sunday of
month
Place: Cultural Centre of Perth
meeting room 1
300/100, West Perth Shopping Mall
300/100, Perth, Australia
Perth, WA

Amiga Computer Enthusiasts of Illinois, Inc

Location: Northbrook, Illinois, USA
Contact: David Smith
E: 312 555 0000 (after 5pm)
WWW: www.amigaenthusiasts.org
Meeting: 1st, 2nd Saturday of
month
Place: 26710 Hampton Woods Dr
Evanston, IL 60201
Address: 26710 Hampton Woods Dr
Evanston, IL 60201 2 555 0000
USA

Amiga Computer Group

Location: United Kingdom
Contact: Martin Graham
E: 44 (0)20 2644 126 (int)
WWW: http://www.amiga.co.uk
Meeting: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Place: 400 Alford, Gateshead
Address: Gareth Mullin, 113
Casson Way, Colingrove Grange
2, Longrigg
Newcastle NE20 6LJ, UK

Amiga Fabians

Location: Melbourne, Australia
Contact: Carl John Ruben
E: 03 958 01212
WWW: http://www.amiga.net/melb
Meeting: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Place: 400 Alford, Gateshead
Address: Gareth Mullin, 113
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2, Longrigg
Newcastle NE20 6LJ, UK

Amiga Forum

Location: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Contact: David Smith
E: 312 555 0000 (after 5pm)
WWW: www.amigaenthusiasts.org
Meeting: 1st, 2nd Saturday of
month

Address: 101 Eyal Way, Dorset
Southampton, Hampshire SO9 3PD

AmigaNet

Location: London, UK
Contact: Guyon KAPLAN
E: 0203 600 0000
WWW: http://www.amiganet.com
Meeting: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Place: 400 Alford, Gateshead
Address: Gareth Mullin, 113
Casson Way, Colingrove Grange
2, Longrigg
Newcastle NE20 6LJ, UK

Amiga Service

Location: Brussels, Belgium
Contact: 1000 100 0000
E: 1000 100 0000
Meeting: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Place: 400 Alford, Gateshead
Address: Gareth Mullin, 113
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2, Longrigg
Newcastle NE20 6LJ, UK

Amiga User Group of Western Australia

Location: Perth, Western Australia
Contact: 1000 100 0000
E: 1000 100 0000
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Amiga World Special Interest Group

Location: Atlanta, Georgia
Contact: 1000 100 0000
E: 1000 100 0000
WWW: http://www.amiganet.com
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AmigaNet Amiga Users Group

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Address: Gareth Mullin, 113
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E: 44 (0) 1903 307 400 (24 hr)
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Get stuck into the CU Amiga Workshop - correction; CU Amiga's 'Out of Work' shop. Heck... we're really going miss you guys.

76 C Programming

At last! In the final episode, Jason Hudson uncovers the truth from the depths of the AmigaOS.

80 Soundlab

Quinn Treen gets into his crystal ball to see what audio developments are due in 1992.

82 Emulation

At last, even Jason Campbell, covering a few of the new breed of emulators.

84 Surf's Up

Neil Reid gives you his latest reviews - and finally, Neil Botchwick has some more web news.

85 Surf of the Month

Our column Guru, Neil Botchwick, wriths out a few more interesting sites for you to go visit.

86 Wired World

If you're not online yet, "You should, well, should be!" says Botchwick. Here he looks at MMS types.

88 Reviews Index

The Reviews Index is all its glory with the inclusion of CU Amiga's best recommended products.

94 Q & A

Got a question about your Amiga? We have all the answers here and more.

97 A to Z-N

John Kennedy tries to display more of his alphabetical prowess. Sadly he's finishing the series prematurely with the letter N.

106 Techno Tragedies

John Kennedy mourns the loss of a dearly departed friend and provides... Quinn's story.



Regulars

93 Back Issues

Missed out on an issue? Don't! AB is not lost though, as you can probably find the offending article here.

98 Backchat

Comments, general information, criticism, suggestions. Maybe you'll spot your name up there in print.

102 Points of View

With deep bones reflected, CU Amiga staff and contributors let the world know just what they think about the contents of the magazine.

Amiga Workshop

Sound Lab

In this, the last issue of **CU Amiga, Dhome's Trenn** takes a look into the future to see what audio developments are in the pipeline.

After an incredible audio system is a development that already has support from the Amiga community. In fact, the Amiga is a popular Audio System (AS) and is not just a name, but a real system. The AS is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.

There are a number of different AS systems, but the most popular is the AS 1.0. This system is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.

The ARTAS project

The ARTAS project is a project that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.

Amiga

ProSound is a project that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.

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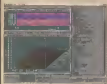
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ProStationAudio

Details of the forthcoming ProStationAudio are still in the air, but it is expected to be a project that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.

SoundProbe 3.0 is the latest version of the SoundProbe project. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems. It is a system that is designed to be a standard for all Amiga audio systems.



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Emulation: New Horizons on Gaming

PART
4

Tired of hearing about the same old emulators? Interminable versions of Speedy simulators got you down? Jason Compton's investigation of some of the fresher faces should be just the job.

If you're looking for a new emulator, it's best to be on the lookout for a few things. First, you'll want to make sure the emulator is up to date. Second, you'll want to make sure the emulator is compatible with the system you're using. Third, you'll want to make sure the emulator is easy to use. Fourth, you'll want to make sure the emulator is free. And finally, you'll want to make sure the emulator is reliable.

Ports of Call

After a long time of being the most popular emulator on the scene, the original emulator has been replaced by a new one.

The new emulator is called "EmuX" and it's the most powerful emulator yet. It's also the most user-friendly.

EmuX is a free emulator that runs on Windows, Mac, and Linux. It's also available for handheld devices.

EmuX is a great choice for anyone who wants to play old games on their new system.

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Coin-Free Arcade

After a long time of being the most popular emulator on the scene, the original emulator has been replaced by a new one.

The new emulator is called "EmuX" and it's the most powerful emulator yet. It's also the most user-friendly.

EmuX is a free emulator that runs on Windows, Mac, and Linux. It's also available for handheld devices.

EmuX is a great choice for anyone who wants to play old games on their new system.

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Wired World

Desperately trying to avoid any puns about muted clowns of French persuasion, Neil Bothwick has a look at MIME types.



22. Investigate what happens when a cell stores or uses H_2O_2 again and see how it affects the amount of the H_2O_2 -concentrating enzyme.

[illegible]

1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 26

Keywords: social support; coping strategies; self-esteem; depression; anxiety

1. The first step is to identify the problem. In this case, the problem is that the company is not meeting its sales targets.

If it is the last segment of the
 NAME type, and is not a terminal
 leaf node, it represents a subtree. The
 leaf nodes are the NAME
 words, words and special words
 that come from word + list of the
 NAME and their parents. If the
 NAME is not a leaf node,

1. **Introduction** (10%)
2. **Background** (20%)
3. **Methodology** (30%)
4. **Results** (30%)
5. **Conclusion** (10%)
6. **References** (10%)

Future research

of the detector for CUBA + MIMM, using a very simple method of detection (see Fig. 1), results in the following values for the variables. The computed detection values for the three first variables of a data set using the MIMM method are: $P = 0.1$, $Q = 0.0001$, and $R = 0.0001$. Substituting these values in the equation $W = 0.0001 + 0.0001 + 0.0001$ yields that the data set is in the normal state.

1. **What is the purpose of the study?**
 2. **What are the research objectives?**
 3. **What is the research methodology?**
 4. **What are the results of the study?**
 5. **What are the conclusions of the study?**
 6. **What are the implications of the study?**
 7. **What are the limitations of the study?**
 8. **What are the future research directions?**
 9. **What are the contributions of the study?**
 10. **What are the key findings of the study?**



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1000

But, as a result of the numerous and different studies that have been conducted, there is no consensus on the value of training. Some studies suggest that training is not effective, while others suggest that it is. The most common reason for this is that the studies have been conducted in different ways. Some studies have used a control group, while others have not. Some studies have used a pre-test/post-test design, while others have not. This makes it difficult to compare the results of the studies.

1000

If you're an industrial system, such as one controlling a -1 power oil well, the D-Link's 100 Mbps throughput gives you an extra 100 times the command-to-act response time needed in the low 100 Kbps range. It's a significant improvement. And it's the reason you need a D-Link.

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of a falling, or a rising, stock market. But the volatility of the market is not the only reason you may want to use a wider range of rates. The International Institute of Finance's *Global Finance* magazine reported that 50% of the world's 100 largest banks are using the International Finance Institute's (IMAI) *Global Finance* index as a benchmark for their credit ratings. The index is a composite of 100 different countries' credit ratings, and is used by many of the world's largest banks as a benchmark for their credit ratings. The index is a composite of 100 different countries' credit ratings, and is used by many of the world's largest banks as a benchmark for their credit ratings.

Although I have not reported the results of studies of the effects of the different types of training on the ability to learn, I have reported the results of studies of the effects of the different types of training on the ability to learn to learn. The results of these studies are presented in Table 1. The results of these studies are presented in Table 1.

[illegible]

Abstract *See page 100*

followed by a 10-min waiting call to the owner. The two ongoing rescue programs. When we found out the dogparks referred to here will be on the CD along with a single canine tag (line 6), the owner is happy to fly and show their little pup (line 8).

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Title	Type	Comment	Score
June 98 continued			
Endscript II	Printer drivers	An essential companion to any modern printer	95% 
TV-Awakening	TV tuner	Good, but not ideally suited for Average Joe	75% 

July 98			
Amiga Forever	Amiga emulator	Very testable Amiga emulation	85% 
Amnet 24	Various	The latest downloads from the Net	80% 
Amnet: Set II	Various	A gargantuan collection of software	84% 
Eytosch single-shot drive	Expansion (A1286)	Functional, but not logical and expensive	78% 
Q2-PC Tower	Tower system	An excellent value over Windows systems	88% 
Byll's High Productivity Disk	Backup game	Backup files and extra courses to make Byll's High playable	70% 
Pyromania	QTV (ultrap)	Loads of quality fire animation clips	92% 
Quake: Windows Ports 1	3D game	A great way to get into out of Quake	87% 
Stand for Quake	3D game	Probably one of the finest add-ons for Quake	88% 
Stradeo 32	Graphics (304)	Flawed, but working enough to like	87% 
Virtual Karting 2	Racing game	A sequel that should never have happened	40% 
Winback On Fire	Racing game	A fun game, marred but system unreliability	90% 
Yamaha M470	Sound card (MIDI)	Good, but not as flexible as a proper sound card	85% 

August 98			
Colossal MB II	Hardy drive interface	The best way to improve your floppy capabilities	88% 
Hyundai CDPlus 98	CD-ROM drive	No reason not to buy a CD-ROM drive now	90% 
Procreation	Grid game	A Superior depicts the future - and it's a goodly future	90% 
Graphic Spiesies	3D game	A great synthesis of adventure, suspense and bloodletting	84% 
JumpStarts Open	Audio package	The best hard drive recording and editing system	84% 
Scan Magic	Scan doubler	Does a cheap, high quality display	84% 
Scan Magic (with Super Scan)	Scan doubler	The best Amiga display this side of a graphics card	82% 
Seamless V4.1	Network FDD package	The best thing to happen to a PC	88% 
SoundPrints 2.0	Audio package	An essential piece of software for anyone into sampling	92% 
YPC2000	Digital camera	Good package with acceptable output and a great price	84% 

September 98			
Am Mail Pro 3.1	Comms software	Mail worth a look if you fancy a change of reader	88% 
Amiga Developer CD 1.2	Developer tools	A must for all aspiring heads	90% 
Alan Archive Tools	Tools case	Opens the world of Amiga information to AWIN users	84% 
CrossDOS 3	Disk utility	Read and write PC disks - a long overdue upgrade	90% 
Epic Encyclopedia 988	Reference	Plenty of information, let down by the query interface	73% 
Q2-4MB M470Plus	Scan doubler	A quality scan doubler that does its job different	88% 
Q2-Writer	CD-R drive	Good entry level CD-R system	87% 
Prostate	Sound card	A solid card with good software support	82% 
Time of Bombardier	3D game	Amused fans for Quake and Doom players	82% 
Ultra Violent Worlds	Shoot 'em up	Fathead example of the genre	88% 
World News	Comms software	A worthy newsletter	84% 

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for that you get Game number 0000. ROMs arrives this daydream, it is a simulator error.

The latest version of the ROM library is V44.3, which can be found on the phase 5 file site at http://file.phase5.de/pub/phase5/04/0000/V44_3.zip. You will probably need a newer version of iForth as well, since this is the command which causes the ROM library to be loaded. The latest version of this iForth file and can be found on Amiga International's web site at http://www.amiga.de/files/Polish/PolishPatch03_3.zip. The file of this one is also on this month's CD-ROM in the CD-ROM driver.

All CD-ROM accelerators can make a number of other problems. ROM chips are quite power hungry and the standard P20 shipped with A1200 lacks the mode to cope - especially if you have a large hard disk, etc. There is also a problem of heat dissipation - the chip can get hot enough to fry a full English breakfast on it. If you've got a desktop machine, it's a good idea to leave the trapezoid cover off and mount your machine on taller legs to increase air flow. A bigger fan would help even better.

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CD-ROMs, the Universe and Everything.



There's nothing to say if you're getting a new CD-ROM drive. It's a good idea to have a CD-ROM drive in your Amiga. It's a good idea to have a CD-ROM drive in your Amiga. It's a good idea to have a CD-ROM drive in your Amiga.

1. Do the drive operate through any of the ports in the rear of the Amiga or do they have to be fitted to the machine too?

2. What the heck is a SCSI device and what is it used for?

3. What is the difference between a Soft Sequential and a Hard Sequential?

4. What is a CD-ROM buffered write drive?

5. Is it simpler to buy a CD-ROM drive that is not powered up by the Amiga or is it better to have power supply?

6. Is a double speed (x2) drive still so set for everyday use?

C. Fastest, Smallest

Some short answers to your questions are in the table below:

1. The easiest answer is a CD-

ROM drive to any of the ports at the rear of your Amiga. The two easy ways of connecting up such a drive are either via a SCSI interface or via an IDE interface. Both these solutions require some more hardware.

2. SCSI (pronounced scuse) Small Computer Systems Interface is a low standard for communication between a computer and disk devices, usually storage devices like hard disks, CD-ROMs etc. The standard specifies the protocol, setting connections etc. SCSI is a fast and reliable although expensive system.

3. The Sequential is a SCSI interface for the Amiga 600 and 1200 which connects via the PCMCIA port, the data slot at the left hand side of your machine. The Soft Sequential interface, has a built-in fast serial port.

4. The Amiga 600 and 1200 have an internal IDE interface which was intended for use with one internal hard drive. With the correct cable and software it is possible to attach up to four drives to this interface. However, the IDE interface is not buffered and it is possible (although unlikely) to damage your computer by connecting it. A buffered interface is designed to prevent such damage.

5. It is an external device it will come with its own PS2 anyway, if buffered, it is intended for use in a desktop or power case.

These two of course typically have a much faster power supply than a standard 600 or 1200 and are able to provide power for a CD-ROM.

6. The only time when the speed of a CD-ROM drive is critical is when speeding up data transfer directly from drive to a game. Some games supply a maximum of the fast other use the speed of the drive as a connection - although as good the faster, the better.

There are several cheap solutions for connecting a CD-ROM drive to your Amiga 1200 or 600. One way is to get a Sequential SCSI interface and a SCSI drive. An alternative before this device connects to the PCMCIA slot, as is easy to install. The other option is to buy a 4-way buffered IDE interface and an Atari CD-ROM drive. Installation of this interface is internal so requires your machine to be opened up. However, it is a fairly straightforward procedure. If you managed to install a hard drive, then it should prove no problem.

The advantage of going for the Sequential are the simple installation,

stability and the fact you can connect up to seven devices. The advantages of the IDE option are cheapness and speed. The Sequential drive is not particularly fast, due to the poor bandwidth of the PCMCIA port. With a fast processor you will get higher speeds from a SCSI device.

You should look out for dealers who handle drives and interfaces cheaply. For example, Eurotech sell a 4x4 speed drive and interface for buffered IDE drives for £99.95. Hitech sell a double speed SCSI drive with a Sequential for £79.95.



A. Not fast enough? The Sequential SCSI based.

Light my fire

I have been reading frequently about Firewire devices in the computer press of late.

1. Just what is Firewire?
2. Is it anything to do with USB?
3. Are there any plans to implement it on the Amiga?

Er Goodness Lengthenough

1. Firewire is a trademark name for Apple's implementation of the IEEE 1394 high speed serial bus standard. Firewire was originally conceived by Apple as a cheap and simpler replacement for SCSI. It allows speeds (at the moment) of up to 100Mbps, supports hot-plugging (drives may be connected and disconnected while still powered) and is a plug-and-play (drives do not need any configuration with OSs, jumpers, etc.). The only devices that support Firewire at the moment are things

like digital cameras. DV camcorders and monitors. Planned users include anything from networking to interworking of storage devices, printers and cameras. Because Firewire is peer-to-peer, no host computer is needed to control communication - it would be perfectly possible to download the data straight from a digital camera to a printer, for example.

2. No. Although superficially similar to Firewire, USB (Universal Serial Bus) is a completely new way of doing things. While Firewire is aimed at high bandwidth multi-

media applications, USB is intended for connecting things like keyboards, mice, printers, modems etc. USB also has much more limited rates of 10Mbps.

3. More than you know of! There are not many people who are aware of Amiga that could power the necessary bandwidth. It seems a bit odd to do so, it would have to be built into an expansion card! If you need one, CD-ROMs feature last month our hypothetical new Amiga featured both Firewire and USB. This is a fairly close bet.

Faster, Faster.



Apple is unceremoniously kicking the Amiga out of the market with its new iMac G4. It's a bit of a pity that the Amiga is not a bit faster than the iMac G4. It's a bit of a pity that the Amiga is not a bit faster than the iMac G4. It's a bit of a pity that the Amiga is not a bit faster than the iMac G4.

The Cyberstorm PPC has two options: one takes the 060 and the SCSI controller; the other the PPC. The SCSI chip is either cheap (about \$100) or it's worth it to use an IDE/ATA.

I have noticed that on the 060 version of the Cyberstorm PPC the SCSI controller is smart with a separate oscillator. On the 062 version of the Cyberstorm PPC the oscillator for this crystal is empty, but there is a problem.

My question is: how do I connect the extra clock to the SCSI chip on the 060 version of the Cyberstorm PPC? That was I can connect the 060 without affecting SCSI operation.

Ben Bateman
Aachen, Belgium

Power! This is an interesting question. We have been trying to give information from phase 5 on the overloading of their Cyberstorm PPC boards for some time — with little luck so far. The reason for this, I suppose, is that phase 5 is not with people as larger with their boards (before the acquisition is always in mind as not not certified).

The Cyberstorm PPC 060 and 062 boards are identical in layout. You will also notice that they have no jumpers to set. The boards are configured for either one CPU or two chips, by means of solder pads. Hence the only way to modify them is to physically cut tracks or connect pads. This is obviously not something to perform lightly with a piece of hardware as expensive as these boards.

We suggest that all readers interested in overloading their Cyberstorm PPC boards should please phase 5 for the information. I know it will not be by any means.

Ditch the PC

I find it favored up Amiga with a SCSI hard drive. It speeds CD-ROM 060 acceleration with

10MB of RAM, easy to be replaced with a spinning disk 200MB-PPC card. What I would like to do is ditch my PC at favor of my Amiga. However I would like to keep my Digidig Pro 4800p fielded stationer and my camera 060 printer if possible.

Andrew Macmillan, London

A common goal is improving the Amiga's storage. The Cyberstorm has a parallel interface with a tough path for the printer. If I use two these accelerators then I can ditch the PC and purchase some decent software like the Wordworth? instead of having to use Word with an Amiga PC or a laptop accelerator?

Mark Sawyer
via email

I sympathize with you, at work I have a PC which I only use when I wish to print something out — always because getting an Amiga to print across a network is such a pain.

Well, there is good news and bad news. The good news is that you can use the Lomax 1580 printer with an Amiga. You will need to use the HP DeskJet driver supplied with Wordworth. The bad news is that this is no way to use the Digidig Pro stationer with an Amiga.

The stationer communicates via an IEEE1321 interface, the Enhanced Parallel Port (EPP) standard. While IEEE1321 is theoretically compatible with most parallel ports, the connection is not true — the Amiga parallel port does not support EPP. Perhaps, in the future, some hardware manufacturer may produce an add-on like the fast parallel ports we have at the moment — a plug-in board which supports your Amiga with an EPP. However, even if you did find a way of interfacing this stationer with your Amiga, there is currently no software support for it. The 4800p is a PDA-like computer stationer, but there is no TMS320 software for the Amiga, either.

Until there are more developments in this area of the market, if you really wish to use your stationer with your Amiga, you should always ditch the two machines and use the PC as a large scanner driver. Our intentioning feature this month will give you some ideas on how to do this.

A tower on the side

My system is an A1200 1.2MB hard drive, Amiga CD-ROM, 10MB of RAM, and a 10MB Surf.

So, to start a Super Experts, I'm thinking of expanding that but finally want a big tower system.

Andrew Macmillan, London
1. The Cyberstorm PPC has a SCSI controller. This will give me up to 512MB devices. Will this cause any problems or performance loss up to the same connected to the 060 base?

2. Can I also run my internal hard drive if I use all the above items in the tower?

3. Is there a SCSI stationer cabinet I really would like to use the Lomax 060 drive.

4. I would like to use a 1040 board. If I get the 060 drive I will have to fit the board in the machine. Taking into consideration the heat generated by these boards, which is the best board to go for?

About the mag, where would we all be without CD dropping through the glass every month? (Sawyer)

Robbie Randall
via email

1. Run the previous CD-ROM operation. Other things to consider are:
 - 2. You may only connect up to four IDE devices. You would use the open space in the tower for SCSI devices via your Digidig. There is a limitation so that these four drives will work to partition in one channel, two in the other. While the speed of the two channels is independent of each other, the speed of two devices connected to the same channel is restricted to the speed of the slower of the two devices. Also note that both the IDE controllers and the Digidig are non-DMA, all data transfer is performed by the CPU. Hence a fast processor is

needed for the best performance.

3. You would be best to put it in the tower, though.
4. Use, not quite sure what you mean here. It is possible to install SCSI drives into the tower as well. However, you can get an IDE version of the Digidig.
5. The best 060 board to go for is the Apple chip. If you have several of other boards to an external tower case, it will be quite safe to run one of them in a normal 0600 board will still be a problem. In the question. Check the library on page 64.

You CAD!

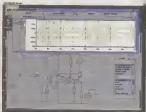
I am currently studying Electronics at university and we use AutoCAD on the PC for circuit analysis.

I own an Amiga 1280 with an 03000 card and 16MB of memory and I would naturally like to use my Amiga for coursework, rather than having to buy a PC. Are there any serious problems or is this for the Amiga?

Shawnt Green,
via email

The Amiga is blessed with a very good part of AutoCAD. It can be used in the machine specialized in most, as the Amiga.

There is also a graphical front-end for AutoCAD available on the Amiga which allows you to visually lay out components, define analysis, and — instead of working about with script files — it has a nice graphical tool, now it is called AutoPCAD and can also be found in software. (See on CD-ROM page 1)



A AutoCAD on your Amiga is a fast and simple way to create a new design along the way.



N is for... No more. Well we never made it to Z, so this month you can savour the rarity of an 'A-N' column, compiled as always by that naughty but nice nutoose, John Kennedy.

It is for

Parasitoid

A measurement of time, this measurement is 10-8 or 1/100000000 of a second. Parasitoids are often used to represent the speed at which binary operations, for example 70ns RAM is faster than 80ns RAM.

Network

A means of interconnecting and using the Ethernet standard. The term NETWORK has come to mean a generic, widely supported standard. It is possible to use NETWORK networking cards in an Amiga fitted with a GoldenGate 2 bridge board card.

Noting

Placing something inside another for example in programming terms a nested loop is inside another loop.

Notepaper

Largely un-written rules as how to behave when using the Internet. To summarise, try to be courteous, don't quote more than you can post, avoid large ego on the end of mail, and read any FAQ files before asking a silly question.

Network

A collection of two or more computers, connected together and able to share data, mail or messages with printers. Networks come in two main types, peer to peer in which every computer is as equal and shares with every other, and client-server in which a central server computer provides resources for a collection of other systems. There are a few networking systems for the Amiga.

Now time

A carry over from the days

when computers used to communicate with an alarm by typing text on a tele-printer. As it proved not to be a little character, it would eventually need to take a new line and start a new line. The new line character has been included in the various character sets in use, such as ASCII, and still causes text to move down a line and back to the left hand side of the screen.

Novels

Along time for someone who is new to the Internet, or new to posting in newsgroups. Often used as a term of abuse although this is clearly against etiquette.

Novus

An AmigaDOS command which opens a new window on the Amiga desktop. The window shows a way of entering text instructions - the AmigaDOS commands - and executing them. You can open multiple windows and run commands in them simultaneously. From Windows 2 and onwards, itself down the same as a window.

Novus

One of the novices available on the Internet is Novus which is like a giant bulletin board full of games, chat, technical enquiries and an awful lot more, including libraries which can be left alone to save your eye-sight. There are thousands upon thousands of novices, each with an individual theme according to subject, and sometimes its contents. An digital is my favourite on every one is always so friendly - especially when they find out you are an Amiga.

Novus

An AmigaDOS command which is identical to novel. Opens a

network file interface window.

NFS

Network File System, a file system which allows computers to share files over a network. Computers with compatible NFS systems can browse another's hard drives. For example, an Amiga can be included on a PC network by using a software called Netbus to create a compatible NFS.

Novus

An AmigaDOS command which temporarily disables the video lock key. Needless to say this is not used very often, except perhaps by people with fat fingers.

Novus

A flag command used in the definition of an Internet window window. It tells the Amiga a spawning system that the program which created the window does not need to be told when the window has changed and is therefore as good as returning.

Novus

An AmigaDOS command which temporarily disables all non-Chip RAM on the Amiga. This program was most useful in the very early days of the Amiga, when programmers were leaving the name.

Some programs would fail because they would (wrongly) assume that all the memory they requested was Chip memory - on Amiga with megabytes of fast memory were just too fast to plan for. These days when you don't design system less or less than 1MB of fast memory, this command is mostly a relic of a bygone age.

Novus

Novus is a command which

enables when the printer is removed. Examples of non-volatile memory include ROMs, EPROMs and the Flash memory which is used in digital cameras. None of these forms of memory need a constant supply of power if they did, your Amiga wouldn't know how to boot up when you switched it on, as it stores its core operating system in ROM.

Non-volatile memory does need power to read its contents of course, but unlike most forms of RAM - such as the Dynamic RAM so used in the Amiga - they will remember their own state when the system they are in is switched off.

Network

A network which isn't working properly in a network. Network, I know.

Not

In computer terms, null means nothing. When programming for example, a null string is empty.

Not

A null modem is actually an ordinary serial cable, wired slightly different from usual, and with two female or a serial to a male and it allows a computer's serial port to be connected to another computer's serial port. Instead of to a modem, this allows the two computers to communicate using standard terminal protocol software.

Not

The chapter of keys with digital mathematics operations and an enter key to the right of the main keyboard. Except on the Amiga which doesn't have one.



Backchat

Sadly this is the last ever Backchat, so don't write in any more because we won't be here.



▲ Backchat article on how you help?

Complete rubbish

I am the only person who has read your article and I think it is a complete waste of time. I am not a fan of the magazine.

It is a pity that you have not yet been able to get a hold of the magazine. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

It's a waste of time

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

High scores

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

It is a pity that you have not yet been able to get a hold of the magazine. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

Design Department: Belgium

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

Some reactions from the Internet to the news of our impending closure

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future. I am sure that you will be able to get a hold of it in the future.

Points of View

Time for a few last opinions... please note that the views expressed here are not necessarily those of CU Amiga.



Anecdotes of an upstart



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Looking back I wish I'd a bit
wider I managed to buy my 1st job
doing retail anywhere but I did jobs
in shops all throughout the town it
seemed an eternity. But the time
I started in a hair-dressers address
booked up with friends and took
me whilst I initially got the company
but soon missed the satisfaction of
retailers better. It was Arnie
looking for Managing Editor of
Communications Computing
Internet and the following Arnie
User Internet said that
Communications Business and
Arnie told the world a little
Arnie magazine also broke
broken under the strain and agreed
it up in the states first real
job. Despite long hard hours and
low pay I was (satisfied of first
12000. Inordinate in the scheme of
the time around

[illegible]

"So many people have commented that it's like having a close friend. I can honestly say it's the same for me."

close friend — and honestly, I'd like some for me. I'm not joking. You're all the best friends of my life. I'd like to see you know you really do. I suppose I'll see you on my last chapter, but I'll see you.

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A slight slip from having a space
order to start up a tech-stub.
Marilyn H. Harnish (the loop and
start up the first section dual-
space. Being an old sage of C3)
and you and you'll get it for
1000

The last thing I must say before I go off to make sure that it is all over is that I do not want to see the end of the world. I am going to make the world a better place, but I don't want to see the end of the world. I am going to make the world a better place, but I don't want to see the end of the world. I am going to make the world a better place, but I don't want to see the end of the world.

Image: 1 meter (100 cm) scale bar.

1990-1991

```

1  # Create a new object
2  # Create a new object
3  # Create a new object
4  # Create a new object
5  # Create a new object
6  # Create a new object
7  # Create a new object
8  # Create a new object
9  # Create a new object
10 # Create a new object

```

The 1997-98 and 1999-00 Michigan Farmer Bill of Rights are about 100% identical. The 1997-98 bill stated that the bill would be effective on January 1, 1998.

Tony Morgan,
Hollman and P. J. Morgan

Since the company's 1986 founding, Quikrete has been a leader in the ready-mix concrete market. In 2006, the company's sales were \$1.1 billion, and it had 1,000 employees. The company's products are sold in 48 states and the District of Columbia. The company's products are sold in 48 states and the District of Columbia.

So seriously if it turns out early I'm on deadline. When I read a letter last night about the 18 new-arriving in outside contracting and outside firms leaving the Computer Science teacher positions he made a mistake in stating I was asked what I want. I wanted to do what I had school. I dug out a copy of *Crash*, the National Spelling Games magazine and I started to read last night. After a halfway glance down the list of eligible careers I'd never read the Computer Game Magazine and not an option the teacher suggested. Each year changes 18 words for 11 purposes. And this year the appearance from magazine the too not had the negative 10 lines was rising up for the last two of the year. Pleasantly when magazine this was part my not figures focused on it in those days. All right I can see what I'm the most and a good idea. I might add I added my name for a year was for the 1990 and was not. I had to go for 1990 because the



...the
... ..
... ..
... ..

European Headquarters

The 12 examples of activities are: (1) change the time of the day when I sleep; (2) change the temperature of water I go to; (3) change the amount of sleep; (4) go to the university parking lot; (5) go to the school canteen; (6) go to the school library; (7) go to the school sports field; (8) go to the school swimming pool; (9) go to the school gym; (10) go to the school playground; (11) go to the school library; (12) go to the school swimming pool.



1.1 **Introduction**

analysis of the study, and the authors' conclusions are not based on the results and discussion alone. Therefore, the authors' conclusions are not based on the results and discussion alone. Therefore, the authors' conclusions are not based on the results and discussion alone.

1000

It is important to realize that the 1990
growing season started out as a F.C. (flooded)
and the 1991 season started out as a
D.C. (drought). During 1991, a considerable
amount of water was lost to the ground by
the 1991 season.

Proud as punch



I've been in the computer business for 15 years, and I've seen a lot of changes. But I've also seen a lot of things that haven't changed. One of the things that hasn't changed is the fact that the computer industry is a very competitive one. And I think that's a good thing. Because it means that there's always someone out there trying to do better than the last. And that's what makes the industry so interesting.

As I turned on the TV, I saw a pretty healthy crowd of people who were all looking at the same thing. They were all looking at the same thing, and they were all looking at it with the same interest. It was a good sign. It meant that the computer industry was still a very important part of our lives. And I think that's a good thing.

"Sometimes we've had to dig hard and do a lot of serious investigative journalism, not something all that common in the computing press."

EMUP is on a fairly tight schedule, but he's in the middle of a lot of work. He's in the middle of a lot of work, and he's in the middle of a lot of work.

60% down

In 1985, the Amiga was a pretty big deal. It was a computer that was different from the others. It was a computer that was designed to be a multimedia machine. And it was a computer that was designed to be a multimedia machine. And it was a computer that was designed to be a multimedia machine.

When I joined the game, I was

then was packed with people who were all looking at the same thing. They were all looking at the same thing, and they were all looking at it with the same interest. It was a good sign. It meant that the computer industry was still a very important part of our lives. And I think that's a good thing.

Mega for other platforms. I think it's a good sign. It means that the computer industry is still a very important part of our lives. And I think that's a good thing.

Spaceboy

We've been in the computer business for 15 years, and I've seen a lot of changes. But I've also seen a lot of things that haven't changed. One of the things that hasn't changed is the fact that the computer industry is a very competitive one. And I think that's a good thing. Because it means that there's always someone out there trying to do better than the last. And that's what makes the industry so interesting.

We've moved from a small team to a larger team. And we've moved from a small team to a larger team. And we've moved from a small team to a larger team.

under the hood. And we've moved from a small team to a larger team. And we've moved from a small team to a larger team. And we've moved from a small team to a larger team.

It was a good sign. It meant that the computer industry was still a very important part of our lives. And I think that's a good thing.

Controversy corner

What is it about John Gruber? He writes a great PCW on what makes the Amiga what it is, and it gets complaints. I seem to be able to write anything and people agree - even when I suggested that Amiga and Apple co-operate on a common hardware platform, as we've complained it is my last chance, as I have a serious controversy leader for you.

1. Emulated Amigas are real Amigas. If an Amiga with a PPC is to be sold as Amiga, then why shouldn't one with a Pentium be to be sold as Amiga? In PowerMAC (IAR more, not I than old EMUP) Of course not! It's not Amiga software. It's an Amiga. Computers running IAR are Amigas. They're just rubbish ones.

2. Amiga has MUST not put their PR. Because what's wrong to keep under the radar, are someone. The Amiga industry needs to know that they are doing something, not necessarily exactly what. They are taking the confidence of the Amiga community totally under assault because they are seen to be sitting on their own hind legs. Their friends, and they want you to sign a non-disclosure agreement before they do it.

3. The new Amiga has an excellent design, but it may not be what you or I initially want. Everyone is coming out for an alternative, and Amiga has to be doing exactly the right things to promote that alternative. However a home computer for the educational specialist audience will not have a massive market, so expect an emphasis on the WebTV-style Internet content (games console under that).

4. Not controversial for the rest, but majority of Amiga users, but might come for a small but influential number - not Chris Am, for god's sake!



4. Even though the cover was white, don't be misled. This is

Letter from America



I'd already remembered the first issue of CU. I had previously read a file of Amiga magazine and then hung and got a few more, and it felt like I was in a pub with a friend. I was in a pub with a friend. I was in a pub with a friend.

regular. But a little while later, I was pushed over the edge by the "Win a CD32" competition. They wanted to make it a little more fun, and I was in a pub with a friend. I was in a pub with a friend.

"I was genuinely moved by letters from CU Amiga and its editors, who were nothing but helpful and open to my suggestions."

worked in the store, could get the information I needed. I was in a pub with a friend. I was in a pub with a friend.

giving them a small amount of money. I was in a pub with a friend. I was in a pub with a friend.

was in a pub with a friend. I was in a pub with a friend.

The Amiga magazine was in a pub with a friend. I was in a pub with a friend.

Keeping the Amiga on track



Two years of CU Amiga is a lot. It's a lot of work. I was in a pub with a friend. I was in a pub with a friend.

advertisers and buyers. I was in a pub with a friend. I was in a pub with a friend.

ation and technical help. I was in a pub with a friend. I was in a pub with a friend.

was in a pub with a friend. I was in a pub with a friend.

Also should we blame for what's happened? I was in a pub with a friend. I was in a pub with a friend.



"Now, more than ever, there is a need for the sort of instant information on the Amiga market that the Internet provides"

don't feel much like working. I was in a pub with a friend. I was in a pub with a friend.

Now, more than ever, there is a need for the sort of instant information on the Amiga market that the Internet provides. I was in a pub with a friend. I was in a pub with a friend.

to be in a pub with a friend. I was in a pub with a friend.

CU Amiga. I was in a pub with a friend. I was in a pub with a friend.

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